

HOYLE'S GAMES IMPROVED

CONSISTING OF PRACTICAL TREATISES ON

WHIST
QUADRILLE
PIQUET
CHESS
BACK-GAMMON
DRAUGHTS
CRICKET
TENNIS
QUINZE
VINGT-UN
HAZARD
LANSQUENET

BILLIARDS
FARO OR PHARO
ROUGE & NOIR
CRIBBAGE
MATRIMONY
CASSINO
GOFF OR GOLF
CONNEXIONS
REVERSIS
PUT
ALL-FOURS AND
SPECULATION

With an Essay on Game Cocks;

WHEREIN ARE COMPRISED

CALCULATIONS for BETTING upon
equal or advantageous Terms.

Revised and Corrected by CHARLES JONES Esq.

A NEW EDITION CONSIDERABLY ENLARGED.

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THE GAME OF SPECULATION.

THIS is a noisy round game, that several may play, using a complete pack of cards, bearing the same import as at whist, with fish or counters, on which such a value is fixed as the company agree; the highest trump, in each deal, wins the pool; and whenever it happens that not one is dealt, then the company pool again, and the event is decided by the succeeding coup. After determining the deal, &c. the dealer pools six fish, and every other player four; next three cards are given to each by one at a time, and another turned up for trump; the cards are not to be looked at, except in this manner,—the eldest hand shews the uppermost card, which, if a trump, the company may speculate on or bid for; the highest bidder buying and paying for it, provided the price offered is approved of by the seller. After this is settled, or if the first card does not prove trump, then the next eldest shews the uppermost card, and so on, the company speculating as they please, till all are discovered; when the possessor of the highest trump, whether by purchase or otherwise, gains the pool.

To play this game well, little more is requisite than recollecting what superior cards of that particular suit have appeared in the preceding deals, and calculating the probability of the trump offered proving the highest in the deal then undetermined.

* * The Binder is to put the plate after page 256.

THE GAME OF WHIST.

THIS game is played by four persons; who cut the cards to settle the partners; those who cut the two highest cards, are partners against those who cut the two lowest. The person who cuts the lowest card is entitled to the deal. In cutting, the ace is accounted the lowest.

Each person has a right to shuffle the cards before the deal; and the elder hand ought to shuffle them last, excepting the dealer.

The deal is made by having the pack cut by the right-hand adversary, and the dealer is to distribute the cards, one at a time, to each of the players, beginning with the left-hand adversary, till he comes to the last card, which he turns up, being the trump, and leaves it on the table till the first trick is played.

No one, before his partner plays, may inform him that he has or has not won the trick; even the attempt to take up a trick, though won before the last partner has played, is deemed very improper. No intimations of any kind during the play of the cards between partners are to be admitted. The mistake of one party is the game of the adversary. However, there is one exception to this rule, which is in case of a revoke: if a person happens not to follow suit, or trump a suit, the partner is indulged to make enquiry of him, whether he is sure he has none of that suit in his hand. This indulgence must have arisen from the severe penalties annexed to revoking, which affect the partners equally, and it is now universally admitted.

The person on the dealer's left hand is called the elder hand, and plays first ; and whoever wins the trick, becomes elder hand, and plays again ; and so on till all the cards are played out. The tricks belonging to each party should be turned and collected by the respective partners of whoever wins the first trick in every hand. The ace, king, queen, and knave of trumps, are called honours ; and when either of the parties has in his own hand, or between himself and his partner, three honours, they count two points towards the game ; and in case they should have the four honours, they count four points. Ten points make the game.

Twenty-four short Rules for Learners.

- I. **A** LWAYS lead from your strong suit.
- II. Lead through an honour when you have a good hand.
- III. Lead through the strong suit, and up to the weak.
- IV. Lead a trump, if 4 or 5, and you have a good hand.
- V. Sequences are eligible leads, and begin with the highest.
- VI. Follow your partner's lead, not your adversary's.
- VII. Do not lead from ace, queen.
- VIII. Avoid leading an ace unless you have the king.
- IX. Never lead a thirteenth card unless trumps are out.
- X. Nor trump a thirteenth card, except last player.
- XI. Play your best card third hand.
- XII. When in doubt, win the trick.
- XIII. When you lead small trumps, begin with the highest.

XIV. Do not trump out, when your partner is likely to trump a suit.

XV. If you hold only small trumps, make them when you can.

XVI. Make your tricks early, and be careful of finessing.

XVII. Be sure to make the odd trick when in your power.

XVIII. Never force your adversary with your best card, unless you have the next best.

XIX. If only one card of any suit, and but 2 or 3 small trumps, lead the single card.

XX. Always try to keep a commanding card to bring in your strong suit.

XXI. In your partner's lead, endeavour to keep the command in his hand.

XXII. Keep the card you turn up as long as you conveniently can.

XXIII. If your antagonists are 8, and you have no honour, play your best trump.

XXIV. Always consider your score, and play your hand accordingly.

Methods of Scoring at Whist.

1	2	3	4	5	6	7	8	9
○	○○	○○○	○○○○	○	○	○○	○○○	○
				○○	○○○	○	○	○
								○
<hr/>								
○	○	○	○○	○	○	○	○	○○
	○	○	○	○○	○	○	○○	○
		○	○	○	○○	○○	○	○

MIR. HOYLE'S GAME AT WHIST.

General Rules for Beginners.

I. **WHEN** you lead, begin with the best suit in your hand; if you have a sequence of king, queen, and knave, or queen, knave, and ten, they are sure leads, and never fail gaining the tenace to yourself or partner in other suits. Begin with the highest of the sequence, unless you have 5 in number; in that case, play the lowest (except in trumps, when you must always play the highest), in order to get the ace or king out of your partner's or adversary's hand, by which means you make room for your suit.

II. If you have 5 of the smallest trumps, and not one good card in the other suits, trump out, which will have this good consequence at least,—to make your partner the last player, and by that means give him the tenace.

III. If you have 2 small trumps only, with ace and king of two other suits, and a deficiency of the fourth suit, make as many tricks as you can immediately; and if your partner refuses either of your suits, do not force him, because that may weaken his game too much.

IV. You need seldom return your partner's lead immediately, if you have good suits of your own to play, unless it be to endeavour to save or win a game: what is meant by good suits is, in case you shall have sequences of king, queen, and knave, or queen, knave, and ten.

V. If you have each 5 tricks, and you are assured of getting 2 tricks in your own hand, do not fail winning them, in expectation of scoring 2 that deal; because if you lose the odd trick, it makes 2 difference, and you play 2 to 1 against yourself.

An exception to the foregoing rule is, when you see a probability either of saving your lurch or winning the game; in either of which cases you are to risk the odd trick.

VI. When you have a probability of winning the game, always risk a trick or two, because the share of the stake, which your adversary has by a new deal, will amount to more than the point or two, which you risk by that deal.

The foregoing case refers to 1, 2, 3, 4, 5, 6, in pages 14, 15, 16.

VII. If your adversary is six or seven love, and you are to lead, your business in that case is to risk a trick or two, in hopes of putting your game upon an equality; therefore, admitting you have the queen or knave, and other trump, and no good cards in other suits, play out your queen or knave of trumps; by which means you will strengthen your partner's game, if he is strong in trumps; if he is weak, you do him no injury.

VIII. If you are four of the game, you must play for an odd trick, because it saves one half of the stake which you play for; and, in order to win the odd trick, though you are pretty strong in trumps, be cautious how you trump out. What is meant by strength in trumps, is, in case you should have 1 honour and 3 trumps.

IX. If you are 9 of the game, and though very strong in trumps, if you observe your partner to have a chance of trumping any of your adversary's suits; in that case do not trump out, but give him an opportunity of trumping those suits. If your game is scored 1, 2, or 3, you must play the reverse; and also at 5, 6, or 7; because in these two last recited cases, you play for more than 1 point.

X. If you are last player, and find that the third hand cannot put on a good card to his partner's lead,

admitting you have no good game of your own to play, return the lead upon the adversary; which gives your partner the tenace in that suit, and often obliges the adversary to change suits, and consequently gains the tenace in that new suit also.

XI. If you have ace, king, and four small trumps, begin with a small one; because it is an equal wager that your partner has a better trump than the last player: if so, you have three rounds of trumps; if not, you cannot fetch out all the trumps.

XII. If you have ace, king, knave, and three small trumps, begin with the king, and then play the ace, (except one of the adversaries refuses trumps) because the odds is in your favour that the queen falls.

XIII. If you have king, queen, and four small trumps, begin with a small one, because the odds is on your side that your partner has an honour.

XIV. If you have king, queen, ten, and three small trumps, begin with the king, because you have a fair chance that the knave falls in the second round, or you may wait to finesse your ten upon the return of trumps from your partner.

Refers to case 1, 2, 3, in page 16.

XV. If you have queen, knave, and four small trumps, begin with a small one, because the odds is in your favour that your partner has an honour.

XVI. If you have queen, knave, nine, and three small trumps, begin with the queen, because you have a fair chance that the ten falls in the second round; or you may wait to finesse the nine.

Refers to cases 1, 2, 3.

XVII. If you have knave, ten, and four small trumps, begin with a small one, for the reasons assigned in No. 15.

XVIII. If you have knave, ten, eight, and three small trumps, begin with the knave, in order to prevent

the nine from making a trick ; and the odds are in your favour that the three honours fall in two rounds.

XIX. If you have six trumps of a lower denomination, you are to begin with the lowest, unless you should have ten, nine, and eight, and an honour turns up against you ; in that case, if you are to play through the honour, begin with the ten, which obliges the adversary to play his honour to his disadvantage, or leave it in your partner's option, whether he will pass it or not.

XX. If you have ace, king, and three small trumps, begin with a small one, for the reasons assigned in No. 15.

XXI. If you have ace, king, and knave, and two small trumps, begin with the king, which, next to a moral certainty, informs your partner that you have ace and knave remaining ; and by putting the lead into your partner's hand, he plays you a trump ; upon which you are to finesse the knave, and no ill consequence can attend such play, except the queen lies behind you single.

Refers to cases 1, 2, 3, in page 16.

XXII. If you have king, queen, and three small trumps, begin with a small one, for the assigned reasons in No. 15.

XXIII. If you have king, queen, ten, and two small trumps, begin with the king, for the reasons assigned in No. 21.

XXIV. If you have the queen, knave, and three small trumps, begin with a small one, for the reasons assigned in No. 15.

XXV. If you have queen, knave, nine, and two small trumps, begin with the queen, for the reasons assigned in No. 16.

XXVI. If you have knave, ten, and three small trumps, begin with a small one, for the reasons assigned in No. 15.

XXVII. If you have knave, ten, eight, and two small trumps, begin with the knave, because in two rounds of trumps it is odds but that the nine falls ; or, upon the return of trumps from your partner, you may finesse the eight.

XXVIII. If you have five trumps of a lower denomination, it is the best play to begin with the lowest, unless you have a sequence of ten, nine, and eight ; in that case begin with the highest of the sequence.

XXIX. If you have ace, king, and two small trumps, begin with a small one, for the reasons assigned in No. 15.

XXX. If you have ace, king, knave, and one small trump, begin with the king, for the reasons assigned in No. 21.

XXXI. If you have king, queen, and two small trumps, begin with a small one, for the reasons assigned in No. 15.

XXXII. If you have king, queen, ten, and one small trump, begin with the king, and wait for the return of trumps from your partner, when you are to finesse your ten, in order to win the knave.

XXXIII. If you have queen, knave, nine, and one small trump, begin with the queen, in order to prevent the ten from making a trick.

XXXIV. If you have knave, ten, and two small trumps, begin with a small one, for the reasons assigned in No. 15.

XXXV. If you have knave, ten, eight, and one small trump, begin with the knave, in order to prevent the nine from making a trick.

XXXVI. If you have ten, nine, eight, and one small trump, begin with the ten, which leaves it in your partner's discretion whether he will pass it or not.

XXXVII. If you have ten, and three small trumps, begin with a small one.

Some particular Rules.

I. **I**F you have ace, king, and four small trumps, with a good suit, you must play three rounds of trumps, otherwise you may have your strong suit trumped.

II. If you have king, queen, and four small trumps, with a good suit, trump out with the king, because when you have the lead again, you will have three rounds of trumps.

III. If you have king, queen, ten, and three small trumps, with a good suit, trump out with the king, in expectation of the knave's falling at the second round; and do not wait to finesse the ten, for fear your strong suit should be trumped.

IV. If you have queen, knave, and three small trumps, with a good suit, trump out with a small one.

V. If you have queen, knave, nine, and two small trumps, with a good suit, trump out with the queen, in expectation of the ten's falling at the second round; and do not wait to finesse the nine, but trump out a second time; for the reason assigned in Case III. in this Chapter.

VI. If you have knave, ten, and three small trumps, with a good suit, trump out with a small one.

VII. If you have knave, ten, eight, and two small trumps, with a good suit, trump out with the knave, in expectation of the nine's falling at the second round.

VIII. If you have ten, nine, eight, and one small trump, with a good suit, trump out with the ten.

Particular Games.

I. **S**UPPOSE you are elder hand, and that your game consists of king, queen, and knave of one suit; ace, king, queen, and two small cards of another

suit ; king and queen of the third suit, and three small trumps : *Quere*, How is this hand to be played ? You are to begin with the ace of your best suit (or a trump), which informs your partner that you have the command of that suit ; but you are not to proceed with the king of the same suit, but you must play a trump next ; and if you find your partner has no strength to support you in trumps, and that your adversary plays to your weak suit, *viz.* the king and queen only, in that case, play the king of the best suit : and if you observe a probability of either of your adversaries being likely to trump that suit, proceed then and play the king of the suit of which you have king, queen, and knave. If it should so happen that your adversaries do not play to your weakest suit, in that case, though apparently your partner can give you no assistance in trumps, pursue your scheme of trumping out as often as the lead comes into your hand : by which means, supposing your partner to have but two trumps, and that your adversaries have four each, by three rounds of trumps, there remain only two trumps against you.

II. *Elder Hand.*

Suppose you have ace, king, queen, and one small trump, with a sequence from the king of five in another suit, with four other cards of no value. Begin with the queen of trumps, and pursue the lead with the ace, which demonstrates to your partner that you have the king : and as it would be bad play to pursue trumps the third round, till you have first gained the command of your great suit, by stopping thus, it likewise informs your partner that you have the king, and one trump only remaining ; because, if you had ace, king, queen, and two trumps more, and trumps went round twice, you could receive no damage by playing the king the third round. When you lead sequence, begin with the lowest, because if your partner has the ace he plays it,

which makes room for your suit. And since you have let your partner into the state of your game, as soon as he has the lead, if he has a trump or two remaining, he will play trumps to you, with a moral certainty that your king clears your adversaries hands of all their trumps.

III. *Second Player.*

Suppose you have ace, king, and two small trumps, with a quint-major of another suit; in the third suit you have three small cards, and in the fourth suit one.—Your adversary on your right-hand begins with playing the ace of your weak suit, and then proceeds to play the king: in that case do not trump it, but throw away a losing card; and if he proceeds to play the queen, throw away another losing card; and do the like the fourth time, in hopes your partner may trump it, who will in that case play a trump, or will play it to your strong suit. If trumps are played, go on with them two rounds, and then proceed to play your strong suit; by which means, if there happens to be four trumps in one of your adversaries hands, and two in the other, which is nearly the case, your partner being intitled to have three trumps out of the nine, consequently there remain only six trumps between the adversaries; your strong suit forces their best trumps, and you have a probability of making the odd trick in your own hand only; whereas if you had trumped one of your adversaries best cards, you had so weakened your hand, as probably not to make more than five tricks, without your partner's help.

IV. Suppose you have ace, queen, and three small trumps; ace, queen, ten, and nine of another suit: with two small cards of each of the other suits: your partner leads to your ace, queen, ten, and nine; and as this game requires rather to deceive your adversaries, than to inform your partner, put up the nine, which

naturally leads the adversary to play trumps, if he wins that card. : As soon as trumps are played to you, return them upon your adversary, keeping the command in your own hand. If your adversary, who led trumps to you, puts up a trump which your partner cannot win, if he has no good suit of his own to play, he will return your partner's lead, imagining that suit lies between his partner and yours : if this finesse of yours should succeed, you will be a great gainer by it, but scarcely possible to be a loser.

V. Suppose you have ace, king, and three small trumps, with a quart from a king, and two small cards of another suit, and one small card to each of the other suits ; your adversary leads a suit of which your partner has a quart-major ; your partner puts up the knave, and then proceeds to play the ace : you refuse to that suit by playing your loose card ; when your partner plays the king, your right-hand adversary trumps it. Suppose with the knave or ten, do not overtrump him, which may probably lose you two or three tricks by weakening of your hand : but if he leads to the suit of which you have none, trump it, and then play the lowest of your sequence, in order to get the ace either out of your partner's or adversary's hand ; which accomplished, as soon as you get the lead, play two rounds of trumps, and then proceed to play your strong suit. Instead of your adversary's playing to your weak suit, if he should play trumps, do you go on with them two rounds, and then proceed to get the command of your strong suit. But you will seldom find this last method practised, except by moderate players.

Games to be played, with certain Observations, whereby you are assured that your Partner has no more of the Suit played either by yourself or him.

I. SUPPOSE you lead from queen, ten, nine, and two small cards of any suit, the second hand puts on the knave, your partner plays the eight: in this case, you having queen, ten, and nine, it is a demonstration, if he plays well, that he can have no more of that suit. Therefore, by that discovery you may play your game accordingly, either by forcing him to trump that suit, if you are strong in trumps, or by playing some other suit.

II. Suppose you have king, queen, and ten of a suit, and you lead your king, your partner plays the knave, this demonstrates he has no more of that suit.

III. Suppose you have king, queen, and many more of a suit, and you begin with the king, in some cases it is good play in a partner, when he has the ace, and one small card in that suit only, to win his partner's king with his ace; for suppose he is very strong in trumps, by taking his partner's king with the ace, he trumps out, and after he has cleared the board of trumps, he returns his partner's lead; and having parted with the ace of that suit, he has made room for his partner to make that whole suit, which possibly could not have been done if he had kept the command in his hand.

And supposing his partner has no other good card in his hand besides that suit, he loses nothing by the ace's taking of his king; but if it should so happen that he has a good card to bring in that suit, he gains all the tricks which he makes in that suit, by this method of play. And as your partner has taken your king with the ace, and trumps out upon it, you have reason to judge he has one of that suit to return you; therefore do not throw away any of that suit, even to keep a king or queen guarded.

Particular Games, both to endeavour to deceive and distress your Adversaries, and to demonstrate your Game to your Partner.

I. SUPPOSE I play the ace of a suit of which I have ace, king, and three small ones; the last player does not chuse to trump it, having none of the suit; if I am not strong enough in trumps, I must not play out the king, but keep the command of that suit in my hand by playing a small one, which I must do in order to weaken his game.

II. If a suit is led, of which I have none, and a moral certainty that my partner has not the best of that suit, in order to deceive the adversary, I throw away my strong suit; but to clear up doubts to my partner, when he has the lead, I throw away my weak suit. This method of play will generally succeed, unless you play with very good players; and even with them, you will oftener gain than lose by this method of play.

Particular Games to be played, by which you run the Risk of losing one Trick only to gain three.

I. SUPPOSE clubs to be trumps, a heart is played by your adversary; your partner having none of that suit, throws away a spade; you are then to judge his hand is composed of trumps and diamonds; and suppose you win that trick, and being too weak in trumps, you dare not force him; and suppose you shall have king, knave, and one small diamond; and further, suppose your partner to have queen, and five diamonds; in that case, by throwing out your king in your first lead, and your knave in your second, your partner and you may win five tricks in that suit; whereas if you had led a small diamond, and your partner's queen having been won with the ace, the king and knave remaining in your hand obstructs the suit: and though he may have the

long trump, yet by playing a small diamond, and his long trump having been forced out of his hand, you lose by this method of play three tricks in that deal.

II. Suppose, in the like case of the former, you should have queen, ten, and one small card in your partner's strong suit; which is to be discovered by the former example; and suppose your partner to have knave and five small cards in his strong suit; you having the lead are to play your queen, and when you play again, you are to play your ten; and suppose him to have the long trump, by this method he makes four tricks in that suit; but should you play a small one in that suit, his knave being gone, and the queen remaining in your hand in the second round of playing that suit, and the long trump being forced out of his hand, the queen remaining in your hand obstructs the suit, by which method of play you lose three tricks in that deal.

III. In the former examples you have been supposed to have had the lead, and by that means have had an opportunity of throwing out the best cards in your hand of your partner's strong suit, in order to make room for the whole suit: we will now suppose your partner is to lead, and in the course of play, it appears to you that your partner has one great suit; suppose ace, king, and four small ones, and that you have queen, ten, nine, and a very small one of that suit; when your partner plays the ace, you are to play the nine; when he plays the king, you are to play the ten; by which means you see, in the third round, you make your queen, and having a small one remaining, you do not obstruct your partner's great suit; whereas if you had kept your queen and ten, and the knave had fallen from the adversaries, you had lost two tricks in that deal.

IV. Suppose in the course of play, as in the former case, you find your partner to have one great suit, and that you have king, ten, and a small one of that suit;

your partner leads the ace; in that case play your ten, and in the second your king: this method is to prevent a possibility of obstructing your partner's great suit.

V. Suppose your partner has ace, king, and four small cards in his great suit, and that you have queen, ten, and a small card, in that suit; when he plays his ace, do you play your ten, and when he plays his king, do you play your queen; by which method of play you only risk one trick to get four.

VI. We will now suppose you to have five cards of your partner's strong suit, viz. queen, ten, nine, eight, and a small one; and that your partner has ace, king, and four small ones; when your partner plays the ace, do you play your eight; when he plays the king, do you play your nine; and in the third round, nobody having any of that suit, except your partner and you, proceed then to play the queen, and then the ten; and having a small one remaining, and your partner two, you thereby gain a trick, which you could not have done but by playing the high cards, and by keeping a small one to play to your partner.

Particular Games to be played when either of your Adversaries turns up an honour.

I. SUPPOSE the knave is turned up on your right-hand, and that you have king, queen, and ten; in order to win the knave, begin to play with your king; by which method of play, your partner may suppose you to have queen and ten remaining, especially if you have a second lead, and that you do not proceed to your queen.

II. The knave being turned up as before, and that you have ace, queen, and ten, by playing your queen, it answers the like purpose of the former rule.

III. If the queen is turned up on your right-hand; and that you have ace, king, and knave, by playing your king it answers the like purpose of the former rule.

IV. Suppose an honour is turned up on your left-hand, and suppose you should hold no honour, in that case you are to play trumps through that honour; but in case you should hold an honour, (except the ace) you must be cautious how you play trumps, because in case your partner holds no honour, your adversary will play your own game upon you.

A Case to demonstrate the Danger of forcing your Partner.

SUPPOSE A and B partners, and that A has a quint-major in trumps, with a quint-major, and three small cards of another suit, and that A has the lead; and let us suppose the adversaries C and D to have only five trumps in either hand; in this case A having the lead, wins every trick.

Suppose, on the contrary, C has five small trumps; with a quint-major and three small cards of another suit, and that C has the lead, who forces A to trump first; by which means A wins only five tricks.

A Case to demonstrate the Advantage by a Saw.

SUPPOSE A and B partners, and that A has a quart-major in clubs, they being trumps, another quart-major in hearts, another quart-major in diamonds, and the ace of spades. And let us suppose the adversaries C and D to have the following cards; viz. C has four trumps, eight hearts, and one spade; D has five trumps and eight diamonds; C being to lead, plays an heart, D trumps it; D plays a diamond, C trumps it; and thus pursuing the saw, each partner trumps a quart-major of A's, and C being to play at the ninth trick, plays a spade, which D trumps; thus C and D have won the nine first tricks, and leave A with his quart-major in trumps only.

The foregoing case shews, that whenever you gain the advantage of establishing a saw, it is your interest to embrace it.

Variety of Cases, intermixed with Calculations, demonstrating when it is proper, at second Hand, to put up the King, Queen, Knave, or Ten, with one small Card of any Suit, &c.

I. SUPPOSE you have four small trumps, in the three other suits you have one trick secure in each of them: and suppose your partner has no trump, in that case the remaining nine trumps must be divided between your adversaries; suppose five in one hand, and four in the other; as often as you have the lead, play trumps: and suppose you should have four leads, in that case, you see your adversaries make only five tricks out of nine trumps; whereas if you had suffered them to make their trumps single, they might possibly have made nine tricks.

By this example, you see the necessity there is of taking out two trumps for one upon most occasions.

Yet there is an exception to the foregoing rule; because if you find in the course of play, that your adversaries are very strong in any particular suit, and that your partner can give you no assistance in that suit, in such a case you are to examine your own, and also your adversaries scores; because by keeping one trump in your hand to trump such suit, it may be either a means to save or win a game.

II. Suppose you have ace, queen, and two small cards of any suit; your right-hand adversary leads that suit; in that case, do not put up your queen, because it is an equal wager that your partner has a better card in that suit than the third hand; if so, you have the command of that suit.

An exception to the foregoing rule is, in case you want the lead, then you are to put up your queen.

III. Never chuse to lead from king, knave, and one small card in any suit, because it is 2 to 1 that your

partner has not the ace, and also 32 to 25, or about 5 to 4, that he has ace or queen; and therefore, as you have only about 5 to 4 in your favour, and as you must have four cards in some other suit, suppose the ten to be the highest, lead that suit, because it is an equal wager that your partner has a better card in that suit than the last player; and if the ace of the first-mentioned suit lies behind you, which is an equal wager it should so happen, in case your partner has it not; in this case, on your adversaries leading this suit, you probably make two tricks in it by this method of play.

IV. Suppose in the course of play it appears to you that your partner and you have four or five trumps remaining, when your adversaries have none, and that you have no winning card in your hand, but that you have reason to judge that your partner has a thirteenth card or some other winning card in his hand; in that case play a small trump, to put the lead into his hand, in order to throw away any losing card in your hand, upon such thirteenth or other good card.

Some Directions for putting up at second Hand, King, Queen, Knave, or Ten of any Suit, &c.

I. SUPPOSE you have the king, and one small card, of any suit, and that your right-hand adversary plays that suit; if he is a good player, do not put up the king, unless you want the lead, because a good player seldom leads from a suit of which he has the ace, but keeps it in his hand (after the trumps are played out) to bring in his strong suit.

II. Suppose you have a queen, and one small card, of any suit, and that your right-hand adversary leads that suit; do not put on your queen, because, suppose the adversary has led from the ace and knave, in that case, upon the return of that suit, your adversary finessees the knave, which is generally good play, especially if

his partner has played the king, you thereby make your queen ; but by putting on the queen, it shews your adversary that you have no strength in that suit, and consequently puts him upon finessing upon your partner throughout that whole suit.

III. In the former examples you have been informed when it is thought proper to put up the king or queen at second hand ; you are likewise to observe, in case you should have the knave or ten of any suit, with a small card of the same suit, it is generally bad play to put up either of them at second hand, because it is five to two that the third hand has either ace, king, or queen of the suit led ; it therefore follows, that as the odds against you are five to two, and though you should succeed sometimes by this method of play, yet in the main you must be a loser ; because it demonstrates to your adversaries that you are weak in that suit, and consequently they finesse upon your partner throughout that whole suit.

IV. Suppose you have ace, king, and three small cards of a suit, your right-hand adversary leads that suit ; upon which you play your ace, and your partner plays the knave. In case you are strong in trumps, you are to return a small one in that suit, in order to let your partner trump it : and this consequence attends such play, viz. you keep the command of that suit in your own hand, and at the same time it gives your partner an intimation that you are strong in trumps ; and, therefore, he may play his game accordingly, either in attempting to establish a saw, or by trumping out to you, if he has either strength in trumps, or the command of the other suits.

V. Suppose A and B's game is scored 6, the adversaries C and D is scored 7, and that 9 cards are played out, of which A and B have won 7 tricks, and suppose no honours are reckoned in that deal ; in this

case A and B have won the odd trick, which puts their game upon an equality; and suppose A to have the lead, and that A has two of the smallest trumps remaining, with two winning cards of other suits; and suppose C and D have the two best trumps between them, with two other winning cards in their hands: *Quere*, How are you to play this game? It is 11 to 3 that C has not the two trumps; and likewise 11 to 3 that D has them not: the odds being so much in A's favour to win the whole stake, it is his interest to play a trump; for suppose the stake to be 70*l.* depending, A wins the whole stake, if he succeeds by this method of play; but should he play the close game, by forcing C or D to trump first, he having won the odd trick already, and being sure of winning two more in his own hand. By this method his game will be scored 9 to 7, which is about 3 to 2, and, therefore, A's share of the 70*l.* will amount only to 42*l.* and, by this method, A only secures 7*l.* profit; but in the other case, upon supposition that A and B have 11 to 3 of the stake depending, as aforesaid, by playing his trump, he is entitled to 35*l.* out of the 70*l.* depending.

The foregoing case being duly attended to, may be applied to the like purpose in other parts of the game.

Directions how to Play when an Ace, King, or Queen, are turned up on your Right-hand.

I. SUPPOSE the ace is turned up on your right-hand, and that you have the ten and nine of trumps only, with ace, king, and queen of another suit, and eight cards of no value: *Quere*, How must this game be played? Begin with the ace of the suit of which you have the ace, king, and queen, which is an information to your partner that you have the command of that suit; then play your ten of trumps, because it is 5 to 2 that your partner has king, queen, or knave of

trumps ; and though it is about 7 to 2 that your partner has not two honours, yet, should he chance to have them, and they prove to be the king and knave, in that case, as your partner will pass your ten of trumps, and as it is 13 to 12 against the last player for holding the queen of trumps, upon supposition your partner has it not, in that case, when your partner has the lead, he plays to your strong suit, and upon your having the lead, you are to play the nine of trumps, which puts it in your partner's power to be almost certain of winning the queen if he lies behind it.

The foregoing case shews, that turning up of an ace against you may be made less beneficial to your adversaries, provided you play by this rule.

II. If the king or queen are turned up on your right-hand, the like method of play may be made use of ; but you are always to distinguish the difference of your partner's capacity, because a good player will make a proper use of such play, but a bad one seldom, if ever.

III. Suppose the adversary on your right-hand leads the king of trumps, and that you should have the ace and four small trumps, with a good suit ; in this case it is your interest to pass the king ; and though he should have king, queen, and knave of trumps, with one more, if he is a moderate player, he will play the small one, imagining that his partner has the ace : when he plays the small one, you are to pass it, because it is an equal wager that your partner has a better trump than the last player. If so, and that he happens to be a tolerable player, he will judge you have a good reason for this method of play, and, consequently, if he has a third trump remaining, he will play it ; if not, he will play his best suit.

IV. *A Critical Case to win an Odd Trick.*

Suppose A and B partners against C and D, and suppose the game to be nine all, and suppose all the

trumps are played out, A being the last player, has the ace and four other small cards of a suit in his hand, and one thirteenth card remaining: B has only two small cards of A's suit; C has queen and two other small cards of that suit; D has king, knave, and one small card of the same suit. A and B have won three tricks, C and D have won four tricks; it therefore follows, that A is to win four tricks out of the six cards in his hand, in order to win the game. C leads this suit, and D puts up the king; A gives him that trick, D returns that suit; A passes it, and C puts up his queen: thus C and D have won six tricks, and C imagining the ace of that suit to be in his partner's hand, returns it; by which means A wins the four last tricks, and consequently the game.

V. Suppose you should have the king and five small trumps, and that your right-hand adversary plays the queen; in that case do not put on your king, because it is an equal wager that your partner has the ace; and suppose your adversary should have queen, knave, ten, and one small trump, it is also an equal wager that the ace lies single, either in your adversary's hand or partner's; in either of which cases it is bad play to put on your king; but if the queen of trumps is led, and that you should happen to have the king, with two or three trumps, it is the best play to put on the king, because it is good play to lead from the queen and one small trump only; and in that case should your partner have the knave of trumps, and your left-hand adversary hold the ace, your neglecting to put on the king is the loss of a trick.

The Ten or Nine being turned up on your Right-hand.

I. SUPPOSE the ten is turned up on your right-hand, and that you should have king, knave, nine, and two small trumps, with eight other cards of

no value, and that it is proper for you to lead trumps; in that case, begin with the knave, in order to prevent the ten from making a trick; and though it is but about five to four that your partner holds an honour, yet if that should fail, by finessing your nine on the return of trumps from your partner, you have the tens in your power.

II. The nine being turned up on your right-hand; and that you should have knave, ten, eight, and two small trumps, by leading the knave it answers the like purpose of the former case.

III. You are to make a wide difference between a lead of choice, and a forced lead of your partner's; because, in the first case, he is supposed to lead from his best suit, and finding you deficient in that suit, and not being strong enough in trumps, and not daring to force you, he then plays his next best suit; by which alteration of play, it is next to a demonstration that he is weak in trumps: but should he persevere, by playing off his first lead, if he is a good player, you are to judge him strong in trumps, and it is a direction for you to play your game accordingly.

IV. There is nothing more pernicious, at the game of whist, than to change suits often, because in every new suit you run the risk of giving your adversary the tenace; and, therefore, though you lead from a suit of which you have the queen, ten, and three small ones, and your partner puts up the nine only, in that case, if you should happen to be weak in trumps, and that you have no tolerable suit to lead from, it is your best play to pursue the lead of that suit by playing your queen, which leaves it in your partner's option whether he will trump it or not, in case he has no more of that suit; but in your second lead, in case you should happen to have the queen or knave of any other suit, with one card only of the same suit, it would be better play to

lead from your queen or knave of either of these suits, it being 5 to 2 that your partner has one honour at least in either of those suits.

V. If you have ace, king, and one small card of any suit, with four trumps; if your right-hand adversary leads that suit, pass it, because it is an equal wager that your partner has a better card in that suit than the third hand; if so, you gain a trick by it; if otherwise, as you have four trumps, you need not fear to lose by it, because when trumps are played, you may be supposed to have the long trump.

A Caution not to part with the Command of your Adversary's great Suit, &c.

I. **I**N case you are weak in trumps, and that it does not appear that your partner is very strong in them, be very cautious how you part with the command of your adversary's great suit; for suppose your adversary plays a suit of which you have the king, queen, and one small card only, the adversary leads the ace, and upon playing the same suit, you play your queen, which makes it almost certain to your partner that you have the king; and suppose your partner refuses to that suit, do not play the king, because if the leader of that suit, or his partner, have the long trump, you risk the losing of three tricks to get one.

II. Suppose your partner has ten cards remaining in his hand, and that it appears to you that they consist of trumps and one suit only; and suppose you should have king, ten, and one small card of his strong suit, with queen and two small trumps; in this case, you are to judge he has five cards of each suit, and therefore you ought to play out the king of his strong suit; and if you win that trick, your next play is to throw out the queen of trumps; if that likewise comes home, proceed to play

trumps: this method of play may be made use of at any score of the game, except at 4 and 9.

III. *The Trump turned up to be remembered.*

It is so necessary that the trump turned up should be known and remembered, both by the dealer and his partner, that we think it proper to observe, that the dealer should always so place that card, as to be certain of having recourse to it; for suppose it to be only a 5, and that the dealer has two more, viz. the 6 and 9, if his partner trumps out with ace and king, he ought to play his 6 and 9; because let us suppose your partner to have ace, king and four small trumps; in this case, by your partner's knowing you have the 5 remaining, you may win many tricks.

IV. Your right hand adversary leads a suit of which you have the ten and two small ones; the third hand puts up the knave, your partner wins it with the king; when your adversary leads that suit again, and plays a small one, do you put on your ten, because it may save your partner's ace, upon supposition that your right-hand adversary led from the queen: you will seldom fail of success by this method of play.

V. Suppose you have the best trump, and that the adversary A has one trump only remaining, and that it appears to you that your adversary B has a great suit; in this case, though you permit A to make his trump, yet by keeping the trump in your hand, you prevent the adversary B from making his great suit; whereas, if you had taken out A's trump, it had made only one trick difference; but by this method you probably save three or four tricks.

VI. *The following Case happens frequently.*

That you have two trumps remaining when your adversaries have only one, and it appears to you that your partner has one great suit; in this case always play a trump, though you have the worst, because by remov-

ing the trump out of your adversary's hand, there can be no obstruction to your partner's great suit.

VII. Suppose you should have three trumps when no one else has any, and that you should have only four cards of any certain suit remaining; in this case play a trump, which shews your partner that you have all the trumps, and also gives you a fair chance for one of your adversaries to throw away one card of the aforesaid suit; by which means, supposing that suit to have been once led, and one thrown away, makes five, and four remaining in your hand makes nine, there being only four remaining between three hands, and your partner having an equal chance to hold a better card in that suit than the last player, it therefore follows that you have an equal chance to make three tricks in that suit, which probably could not have been done but by this method of play.

VIII. Suppose you have five trumps, and six small cards of any suit, and you are to lead; the best play is to lead from the suit of which you have six, because, as you are deficient in two suits, your adversaries will probably trump out, which is playing your own game for you; whereas, had you begun with playing trumps, they would force you, and consequently destroy your game.

The Manner of playing Sequences further explained.

I. **I**N trumps you are to play the highest of your sequences, unless you should have ace, king, and queen; in that case play the lowest, in order to let your partner into the state of your game.

II. In suits which are not trumps, if you have a sequence of king, queen, and knave, and two small ones; whether you are strong in trumps or not, it is the best play to begin with the knave, because by getting the ace out of any hand, you make room for the whole suit.

III. And in case you are strong in trumps, supposing you should have sequence of queen, knave, ten, and two small cards of any suit; in that case you ought to play the highest of your sequence, because, if either of the adversaries should trump that suit in the second round, by being strong in trumps, you fetch out their trumps, and consequently make the remainder of that suit.

The like method may be taken, if you should happen to have a sequence by knave, ten, nine, and two small cards of any suit.

IV. If you have a sequence of a king, queen, knave, and one small card of any suit, whether you are strong in trumps or otherwise, play your king, and do the like by any inferior sequences, if you have only four in number.

V. But if you should happen to be weak in trumps you must always begin with the lowest of the sequence in case you should have five in number; for, suppose your partner to have the ace of that suit, he then makes it; and where lies the difference, whether you or your partner win a trick? for if you had the ace and four small cards of any suit, and are weak in trumps, and led from that suit, if you play well, you ought to play the ace; and if you are very strong in trumps, you may play your game as backward as you please; but if you are weak in trumps, you must play the reverse.

VI. Let us explain what is meant by being strong or weak in trumps.

If you have ace, king, and three small trumps.

King, queen, and three small trumps.

Queen, knave, and three small trumps.

Queen, ten, and three small trumps.

Knave, ten, and three small trumps.

Queen, and four small trumps.

Knave, and four small trumps.

In any of the aforesaid cases, you may be understood to be very strong in trumps, and therefore you may play by the foregoing rules, being morally assured of having the command in trumps.

If you have two or three small trumps only, we understand you to be weak in them.

VII. What strength in trumps entitles you to force your partner at any point of the game?

Ace, and three small trumps.

King, and three small trumps.

Queen, and three small trumps.

Knave, and three small trumps.

VIII. If, by accident, either you or the adversaries have forced your partner (though you are weak in trumps), if he has had the lead, and does not chuse to trump out, force him on as often as the lead comes into your hand, unless you have good suits of your own to play.

IX. If you should happen to have only two or three small trumps, and that your right-hand adversary leads a suit of which you have none, trump it, which is an information to your partner that you are weak in trumps.

X. Suppose you have ace, knave, and one small trump, and that your partner trumps to you, suppose from the king and three small trumps, *Quere*, whether it is the best play to put on the ace or knave? and suppose your right-hand adversary has three trumps, and that your left-hand adversary has the like number; in this case, by finessing of your knave, and playing your ace, if the queen is on your right-hand, you win a trick by it; but if queen is on your left-hand, and you should play the ace, and then return the knave, admitting your left-hand adversary put on the queen, which he ought to do, it is above 2 to 1 that one of the adversaries has the ten, and consequently you gain no tricks by playing thus.

XI. If your partner has led from the ace of trumps, and suppose you should have king, knave, and one small trump, by putting on your knave and returning the king, it answers exactly the like purpose of the former rule.

In other suits you may practise the like method.

XII. If you are strong in trumps, and that you have king, queen, and two or three small cards in any other suit, you may lead a small one, it being 5 to 4 that your partner has an honour in that suit, but if you are weak in trumps, you ought to begin with the king.

XIII. If your right-hand adversary leads a suit of which you have king, queen, and two or three small cards of the same suit, you being strong in trumps, may pass it, because it is an equal wager that your partner has a better card in that suit than the third hand; if not, by your strength of trumps, you need not fear making that suit.

XIV. If your right hand adversary leads a suit of which you have king, queen, and one small card, whether in trumps or not, put on the queen: also if you have queen, knave, and one small card, put on the knave: and if you have knave, ten, and one small card, put on the ten: by putting up the second best, as aforesaid, your partner has an expectation of your having a better card or cards in the same suit: and by recourse to the calculations annexed to this treatise, he may be able to judge what are the odds for and against him.

XV. If you should have ace, king, and two small cards in any suit, being strong in trumps; if your right-hand adversary leads that suit, you may pass it, because it is an equal wager that your partner has a better card in that suit than the third hand; if so, you gain a trick by it, if otherwise you need not fear to make your ace and king by your strength in trumps.

XVI. If you should have the ace, nine, eight and one small trump, and that your partner leads the ten; in that case pass it, because, unless the three honours lie behind you, you are sure of making two tricks; do the like, if you should have the king, nine, eight, and one small trump; or the queen, nine, eight, and one small trump.

XVII. In order to deceive your adversaries, if your right-hand adversary leads from a suit of which you have ace, king, and queen, or ace, king, and knave, put on the ace: because that encourages the adversaries to play that suit again: and though you deceive your partner by this method of play, you also deceive your adversaries, which is of greater consequence in this case; because if you had put on the lowest of the tierce-major, or the knave in the other suit, your right-hand adversary had made a discovery that the strength of that suit was against him, and consequently would have changed suits.

XVIII. Suppose you have ace, ten, and one small card, in any suit; also the ace, nine, and one small card of any suit, *Quere*, which of these suits ought you to lead from? *Answer*, from the suit of which you have the ace, nine, and one small card. for this reason, it being an equal wager that your partner has a better card in that suit than the last player; if not, let us then suppose that your right-hand adversary leads from the king or queen of the suit of which you have the ace, ten and one small card; in that case it is an equal wager that your partner has a better card in that suit than the third hand; if that happens to be the case, upon the return of the suit, you lie tenace, and consequently stand a fair chance for three tricks in that suit.

XIX. *A Case to demonstrate the Tenace.*

Let us suppose A and B to play at two-handed whist, and let us suppose A to have the ace, queen, ten, eight,

six, and four of clubs, which, in case B always leads, are six sure tricks. Let us suppose he has the same hand in spades, which, in case B always leads, are six more sure tricks. We suppose B has the remainder of these two suits.

Let us suppose B to have the same hand in hearts and diamonds as A has in spades and clubs, and that A has the remainder of the hearts and diamonds, which, in case A always leads, are twelve sure tricks also to B.

The foregoing case shews that both hands are exactly equal; and therefore let one of them name his trumps, and lead, he wins thirteen tricks only.

But if one names the trumps, and the other leads, he that names the trumps ought to win fourteen tricks.

Those who would attain to the playing of whist to perfection, must not be content only with being a master of the calculations contained in this treatise, and also an exact judge of all the general and particular cases in the game; but be a very punctual observer of such cards as are thrown away, both by his partner and adversaries, and at what time: whoever attends closely to these particulars is the most likely to attain his end.

Additional Cases.

WHEN it appears to you that the adversaries have three or four trumps remaining, and that neither you nor your partner have any, never attempt to force one hand to trump, and to let the other throw away a losing card, but rather endeavour to find out a suit in your partner's hand in case you have no suit in your own; by which means you prevent them from making their trumps separate.

II. Suppose A and B are partners against C and D, and suppose nine cards are played out; and also suppose eight trumps are played out; and further suppose A to have one trump only, and suppose his partner B to

have the ace and queen of trumps, and suppose the adversaries C and D to have the king and knave of trumps between them. A leads his small trump, C plays the knave of trumps. *Quere*, Whether B is to play his ace or queen of trumps upon the knave? because D having four cards in his hand remaining, and C only three, consequently it is four to three in B's favour, that the king is in D's hand: if we reduce the number of four cards in a hand to three, the odds then is 3 to 2; and if we reduce the number of three cards in a hand to two, the odds then is 2 to 1 in favour of B's winning of a trick, by putting on his ace of trumps. By the like rule you may play all the other suits.

III. Let us suppose you have the thirteenth trump, and also the thirteenth card of any suit in your hand, and one losing card; and let us suppose you have only three cards remaining. *Quere*, Which of these cards are you to play? *Answer*, You are to play the losing card, because if you play the thirteenth card first, the adversaries knowing you to have one trump remaining, will not pass your losing card, and therefore you play 2 to 1 against yourself.

IV. Let us suppose that you have the ace, king, and three small cards, in any suit which has never been played; and let us suppose that it appears to you that your partner has the last trump remaining, *Quere*, How are you to play these cards to your greatest advantage? *Answer*, You are to lead a small card in that suit, because, it is an equal wager that your partner has a better card in that suit than the last player; if so, and that there are only three cards in that suit in any one hand, it follows that you win five tricks in that suit; whereas, if you play the ace and king in that suit, it is 2 to 1 that your partner does not hold the queen, and consequently by playing the ace and king, it is 2 to 1 that you win only two tricks in that suit. This method may be taken in case all the trumps are played out, provided you have

good cards in other suits to bring in this suit, and you may observe that you reduce the odds of 2 to 1 against you to an equal chance by this method of play, and probably gain three tricks by it.

V. If you chuse to have trumps played by the adversaries, and that your partner has led a suit to you of which you have the ace, knave, ten, nine, and eight, or the king, knave, ten, nine, and eight, you are to play the eight of either suit; which probably leads the adversary, if he wins that card, to play trumps.

VI. Suppose you should have a quart-major in any suit, with one or two more of the same suit, and that it is necessary to let your partner know that you have the command of that suit; in that case throw away the ace of that suit upon any suit of which you have none in your hand, to clear up his doubts, because the odds is in your favour that neither of the adversaries have more than three in that suit: the like method may be taken if you have a quart to a king: the ace being played out, you may throw away the king; also, if you should have a quart to a queen, the ace and king being played out, you may throw away your queen; all which lets your partner into the state of your game; and you may play by the like rule in all inferior sequences, having the best of them in your hand.

VII. There is scarcely any thing more commonly practised amongst moderate players, in case the king is turned up on the left hand, and that they have the queen and one small trump only, to play out their queen, in hopes their partner may win the king if it is put on; not considering that it is about 2 to 1 that their partner has not the ace, and admitting he has the ace, they do not consider that they play two honours against one, and consequently weaken their game. The necessity only of playing trumps should oblige them to play thus.

VIII. *A Case which frequently happens.*

A and B are partners against C and D, and all the trumps are played out except one, which C or D has; A has three or four winning cards in his hand of a suit already played, with an ace and one small card of another suit: *Quere*, whether it is A's best play to throw away one of his winning cards, or the small card to his ace-suit? *Answer*, It is his best play to throw away one of his winning cards; because, if his right-hand adversary plays to his ace-suit, he has it in his power to pass it, and consequently his partner B has an equal chance to have better card in that suit than the third hand; if so, and he has any forcing card, or one of his partner's suit to play to, in order to force out the last trump, his ace remaining in his hand, brings in his winning cards; whereas, if A had thrown away the small card to his ace-suit, and that his right-hand adversary had led that suit, he had been obliged to put on his ace, and consequently had lost some tricks by this method of play.

IX. Suppose ten cards have been played out, and suppose it appears very probable that your left-hand adversary has three trumps remaining, viz. the best and two small ones; and suppose you have two trumps only, and that your partner has no trump; and suppose your right-hand adversary plays a thirteenth or some other winning card, in that case pass it, by which means you gain a trick, because the left-hand adversary must trump it.

X. In order to let your partner into the state of your game, let us suppose you to have a quart-major in trumps, (or any other four best trumps) if you are obliged to trump a card, win it with the ace of trumps, and then play the knave, or win it with the highest of any four best trumps, and then play the lowest, which clears up your game to your partner: and by such a discovery, it

may be the means of winning many tricks : you may practise the like rule in all other suits.

XI. If your partner calls at the point of eight before his time, you are to trump to him, whether you are strong in trumps or suits, or not ; because, as he calls before he is obliged to do so, it is a declaration of his being strong in trumps.

XII. Suppose your right-hand adversary turns up the queen of clubs ; and suppose, when he has the lead, he plays the knave of clubs ; and suppose you have the ace, ten, and one club more, or the king, ten, and one small card ; *Quere*, when he leads his knave, whether you are to win it or not ? *Answer*, you are not to win it, because it is an equal wager, when he leads his knave of clubs, you not having the king, that your partner has it ; also it is an equal wager, when he leads his knave of clubs, you not having the ace, that your partner has it, and consequently you gain a trick by passing it ; which cannot be done, if you either put on your king or ace of clubs.

XIII. *A Case for a Slam.* Let us suppose A and B partners against C and D ; and let us suppose C to deal ; and let us suppose A to have the king, knave, nine, and seven of clubs, they being trumps ; a quart-major in diamonds, a tierce-major in hearts, and the ace and king of spades.

Let us suppose B to have nine diamonds, two spades, and two hearts.

Also, let us suppose D to have the ace, queen, ten, and eight of trumps, with nine spades.

And let C have five trumps and eight hearts.

A is to lead a trump, which D is to win, and D is to play a spade, which his partner C is to trump : C is to lead a trump, which his partner D is to win ; when D is to lead a spade, which C is to trump ; and C is to

play a trump which D is to win; and D having the best trump, is to play it; which done, D having seven spades in his hand, wins them, and consequently flams A and B.

XIV. If your partner leads the king of a suit, and that you have none of that suit, pass it, by throwing away a losing card, (unless your right-hand adversary has put on the ace) because, by so doing, you make room for his suit.

XV. Suppose your partner leads the queen of a suit, and your right-hand adversary wins it with the ace, and returns that suit; in case you have none of it, do not trump it, but throw away a losing card, which makes room for your partner's suit. An exception to this manner of play is, if you play for an odd trick, and that you are very weak in trumps, you may trump it.

XVI. Suppose you have the ace, king, and one small card of a suit, and that your left-hand adversary leads that suit, and suppose you should have four small trumps, and no suit of consequence to lead from; and suppose your right-hand adversary should put up the nine, or any lower card; in this case win it with the ace, and return the lead upon the adversary by playing the small card of that suit; who will have reason to judge that the king lies behind him, and consequently will not put up his queen if he has it; and therefore you have a fair probability of winning a trick by this method of play, at the same time letting your partner into the state of your game.

XVII. If your partner forces you to trump a card early in the deal, you are to suppose him strong in trumps, except at the points of 4 or 9; and, therefore, if you are strong in trumps, you may play them.

XVIII. Suppose you call at the point of 8, and your partner has no honour; and suppose you should

have the king, queen, and ten ; the king, knave, and ten ; or the queen, knave, and ten of trumps ; when trumps are played, always put on the ten, which demonstrates to your partner that you have two honours remaining, and so he plays his game accordingly.

XIX. Suppose your right-hand adversary calls at the point of 8, and his partner has no honour ; and suppose you should have the king, nine, and one small trump, or the queen, nine, and two small trumps ; when trumps are played by your partner, put on the nine, because it is about 2 to 1 that the ten is not behind you, and so you play your nine to an advantage.

XX. If you should happen to lead a suit of which you have the ace, king, and two or three more, when you play the ace, if your partner plays the ten or knave, and suppose you should have one single card in your hand in any other suit, and two or three small trumps only ; in this case lead the single card, in order to establish a saw ; and this consequence attends such play, *viz.* upon leading that suit it gives your partner an equal chance of having a better card in it than the last player ; whereas, had he led that suit to you, which is probable had been his strong suit, the adversaries would have made the discovery of your attempting to establish a saw, they would trump out, and so prevent your making your small trumps : by this method of play, your partner will easily judge the reason for your changing of suits, and so play his game accordingly.

XXI. Suppose you have the ace and deuce of trumps, and strong in the three other suits ; if you are to lead, play your ace, and next your deuce of trumps, in order to put the lead into your partner's hand, to take out 2 trumps for one ; and suppose the last player wins that trick, and that he leads a suit of which you have the ace, king, and 2 or 3 more, pass it, because it is an equal wager that your partner has a better card in that suit

than the third hand ; if so, he will then have an opportunity of taking out two trumps to one ; when the lead comes into your hand, you are to endeavour to force out one of the two trumps remaining, upon supposition 11 trumps are played out, and the odds is still in your favour that your partner has 1 of the 2 trumps remaining.

XXII. Suppose 10 cards are played out, and that you have the king, ten, and one small card of any suit, which has never been led ; and suppose you have won 6 tricks, and suppose your partner leads from that suit, and that there is neither a trump or thirteenth card in any hand ; in this case, unless your right-hand adversary puts on so high a card as obliges you to play your king, do not put it on, because upon the return of that suit you make your king, and consequently the odd trick, which makes 2 difference ; if there happens to be only 9 cards played out, in the like circumstance, you are to play by the like rule. This method is always to be taken, unless the gaining of 2 tricks gives you a chance either to save your lurch or to win or save the game.

XXIII. Suppose A and B partners against C and D, and let us suppose B has the two last trumps, also the queen, knave, and nine of another suit ; and let us suppose A has neither the ace, king, or ten of that suit, and A is to lead that suit : *Quære*, What card is B to play, to give him the fairest probability of winning a trick in that suit ? *Answer*, B is to play the nine of that suit, because it is only five to four against him that his left-hand adversary holds the ten ; and if he plays either the queen or knave, it is about three to one the ace or king is in his left-hand adversary's hands, and consequently he reduces the odds of three to one against him, to five to four only.

XXIV. Let us vary the foregoing case, and put the king, knave, and nine of a suit into B's hand, upon sup-

position that A has neither ace, queen, or ten ; when A leads that suit, it is exactly equal whether B plays his king, knave, or nine.

XXV. Suppose you have ace, king, and three or four small cards of a suit not played, and that it appears to you that your partner has the last trump ; in this case, if you are to lead, play a small card in that suit, it being an equal wager that your partner has a better card in that suit than the last player ; if so, the probability is in your favour that you make 5 or 6 tricks in that suit ; but if you should play out ace and king of that suit, it is 2 to 1 that your partner has not the queen, and consequently it is 2 to 1 that you make only two tricks in that suit ; by which method of play, you risk the losing of 3 or 4 tricks in that deal to gain one only.

XXVI. If your partner leads a suit of which he has the ace, queen, knave, and many more, and leads his ace, and then plays his queen ; in case you have the king and two small cards in that suit, win his queen with the king ; and suppose you are strong in trumps, by clearing the board of trumps, and having a small card of your partner's great suit, you do not obstruct his suit, and consequently win many tricks by this method of play.

How to Play for an odd Trick.

SUPPOSE you are elder hand, and that you have the ace, king, and three small trumps, with four small cards of another suit, three small cards of the third suit, and one small card of the fourth suit : *Quere*, How are you to play ? *Answer*, You are to lead the single card, which, if it is won by the last player, it puts him upon playing trumps, or to play to your weak suit ; in which case your partner and you gain the tenace.

The like Case for an odd Trick, and that your Partner is to lead.

Let us suppose he plays the ace of the suit, of which you have only one, and proceeds to play the king of the same suit, and that your right-hand adversary trumps it with the queen, knave, or ten; do not overtrump him, but throw away a small card of your weakest suit; the consequence of which is obvious, because it leaves your partner the last player, and so gives him the tenace in your weak suits.

The like Case, upon Supposition you want four or five Points, and that you are Elder Hand.

In that case play a small trump, and if your partner has a better trump than the last player, and returns the lead, put on the king of trumps, and then proceed to play the suit of which you have four in number.

These examples being duly attended to, on all parts of the game, must be of great consequence to the player; because when he has no good suit to play, his partner being the last player gains the tenace in his weak suits.

II. A and B are partners against C and D, 12 trumps are played out, and 7 cards only remain in each hand, of which A has the last trump, and also the ace, king, and 4 small cards of a suit.

Quere. Whether A should play the ace and king of that suit, or a small one?

Ans. A ought to play a small card of that suit, because it is an equal wager that his partner has a better card in that suit than the last player; and in this case, if 4 cards of that suit should happen to be in either of the adversaries hands, by this method of play, he will be able to make five tricks in that suit; which, if he played off his ace and king, he had made only 2 tricks in that suit. If neither of the adversaries have more than 3 cards in that suit, he has an equal wager to win 6 tricks in it.

III. Suppose A and B are partners against C and D, and that eight trumps are played out, and that A has four of those trumps remaining, C having the best trump, and to lead:

Quere. Whether C ought to play his trump or not?

Ans. C ought not to play his trump to take out 1 of A's trumps, because, as he leaves 3 trumps in A's hands, in case A's partner has any great suit to make, by C's keeping the trump in his hands, he can prevent him from making that suit by trumping it.

IV. *A Case of Curiosity.*

Suppose 3 hands of cards, containing 3 cards in each hand: let A name the trumps, and let B chuse which hand he pleases, A having his choice of either of the other 2 hands, wins 2 tricks.

Clubs are to be trumps.

First hand, ace, king, and 6 of hearts.

Second hand, queen, and 10 of hearts, and 10 of trumps.

Third hand, 9 of hearts, and 2 and 3 of trumps.

The first hand wins of the second.

The second wins of the third.

And the third wins of the first.

THE LAWS OF WHIST.

Of Dealing.

I. **I**F a card is turned up in dealing, it is in the option of the adverse party, to call a new deal; but if either of them have been the cause of turning up such card, in that case the dealer has his option.

II. If a card is faced in the deal, they must deal again, unless it is the last card.

III. Every person ought to see that he has 13 cards dealt; therefore, if any one should happen to have only 12, and does not find it out till several tricks are played and that the rest of the players have their right number,

the deal stands good; and also the person who plays with 12 cards, is to be punished for each revoke, in case he has made any; but if any of the rest of the players should happen to have 14 cards, in that case the deal is lost.

IV. The dealer ought to leave in view upon the table his trump card, till it is his turn to play; and after he has mixed it with his other cards, nobody is entitled to demand what card is turned up, but may ask what is trumps. This consequence attends such a law that the dealer cannot name a wrong card, which otherwise he might have done.

V. None of the players ought to take up or look at their cards, while any person is dealing; and if the dealer should happen to miss deal, in that case he shall deal again, unless it arises from his partner's fault; and if a card is turned up in dealing, no new deal shall be called, unless the partner has been the cause of it.

VI. A deals, and instead of turning up the trump, he puts the trump card upon the rest of his cards, with the face downward; he is to lose his deal.

Of Playing out of Turn.

VII. If any person plays out of his turn, the card so played, may be called at anytime in that deal, provided it does not cause a revoke; or either of the adversaries may require of the person who ought to have led, the suit the said adversary may chuse.

VIII. A and B are partners against C and D; A plays the ten of a suit, the adversary C plays the knave of the same suit, B plays a small card of the same suit; but before D plays, his partner C leads another card; the penalty shall be in the option of A, or B, to oblige D to win the trick if he can.

IX. A and B are partners against C and D; A leads a club, his partner B plays before the adversary C; in this case D has a right to play before his partner C, because B played out of his turn.

X. If the ace, or any other card of a suit is led, and it should so happen that the last player plays out of his turn, whether his partner has any of the suit led or not, provided you do not make him revoke, he is neither entitled to trump it, nor to win the trick.

Of Revoking.

XI. If a revoke happens to be made, the adversaries may add 3 to their scores, or take 3 tricks from the revoking party, or to take down 3 from their score; and the revoking party, provided they are up, notwithstanding the penalty, must remain at nine: the revoke takes place of any other score of the game.

XII. If any person revokes, and before the cards are turned discovers it, the adverse party may call the highest or lowest card of the suit led, or have their option to call the card then played, at any time when it does not cause a revoke.

XIII. No revoke to be claimed till the trick is turned and quitted, or the party who revoked, or his partner, have played again.

XIV. If any person claims a revoke, the adverse party are not to mix their cards, upon forfeiture of the revoke.

XV. No revoke can be claimed after the cards are cut for a new deal.

Of calling Honours.

XVI. If any person calls at any point of the game, except 8, either of the adverse parties may call a new deal; and they are at liberty to consult each other, whether they will have a new deal.

XVII. After the trump card is turned up, no person must remind his partner to call, on penalty of losing a point.

XVIII. If the trump card is turned up, no honours in the preceding deal can be set up, unless they were before claimed.

XIX. If any person calls at the point of 8, and his partner answers, and both the opposite parties have thrown down their cards, and it appears that the other side had not two by honours; in this case they may consult with one another about it, and are at liberty to stand the deal or not.

XX. And if any person answers when he has not an honour, the adverse party may consult one another about it, and are at liberty to stand the deal or not.

XXI. If any person calls at 8, after he has played, it shall be in the option of the adversaries to call a new deal.

Of separating and shewing the Cards.

XXII. If any person separates a card from the rest, the adverse party may call it, provided he names it, and proves the separation; but in case he calls a wrong card, he or his partner are liable for once to have the highest or lowest card called in any suit led during the deal.

XXIII. If any person throws his cards upon the table, with their faces upwards, upon supposition that he has lost the game, the adversaries have it in their power to call any of the cards when they think proper, provided they do not make the party revoke, and he is not to take up his cards again.

XXIV. If any person is sure of winning every trick in his hand, he may shew his cards upon the table; but he is then liable to have all his cards called.

Of omitting to play to a Trick.

XXV. A and B are partners against C and D; A leads a club, C plays the ace of clubs, B plays a club, and D, partner to C, takes up the trick without playing any card; A, and the rest of the players, play on, till it appears D has one card more than the rest: penalty to be in the option of the adversaries to call a new deal.

Respecting who played any particular Card.

XXVI. Each person in playing, ought to lay his card before him; after he has done so, if either of the adverse

parties mix their cards with his, his partner is entitled to demand each person to lay his card before him; but not to enquire who played any particular card.

A Dictionary for Whist, which resolves almost all the critical Cases that may happen at that Game; by Way of Question and Answer.

1. **HOW** to play trumps to the greatest advantage?
Peruse the Treatise of Whist, Case 11, Page 6, and all the following cases under that and the next head.

2. How to play sequences when trumps?

Ans. You are to begin with the highest of them.

3. How to play sequences when they are not trumps?

Ans. If you have 5 in number, you are to begin with the lowest; if 3 or 4 in number, always play the highest.

4. Why do you prefer playing of sequences rather than other suits.

Ans. Because they are the safest lead, and gain the tenace in other suits.

5. When ought you to make tricks early?

Ans. When you are weak in trumps.

6. When ought you not to make tricks early?

Ans. When you are strong in trumps.

7. When do you play from an ace-suit?

Ans. You do so when you have 3 in number only in any suit (trumps excepted).

8. When don't you play from an ace-suit?

Ans. You ought not to lead from an ace-suit, having four or more in number in any other suit, because the ace is an assistant to your great suit, and, when trumps are played out, enables you to make that suit.

9. When any card of consequence is turned up on your right or left hand, how are you to play in that case? See Case 1, page 19, and Case 1, page 24.

10. Why are you always to play your hand by your own and adversaries scores?

Ans. Case 6, page 5. See references in this case.

11. How to know when your partner has no more of the suit played? Cases 1, 2, 3, page 13.

12. Reasons for putting on at second-hand the king, queen, knave, ten, and when not? Cases 1, 2, 3, pages 19, 20.

13. Why are you to play the queen, knave, or ten of any suit, when that suit is played a second time, having three in number only? Case 4, page 26.

14. When ought you to over-trump your adversary, and when not?

Ans. When you are weak in trumps you ought to over-trump him; but if strong in trumps, you ought to throw away a losing card.

15. Reasons for not parting with the command of your adversary's strong suit, Case 1, page 25.

16. If your adversary on your right-hand leads a suit of which you have the ace, king, and queen, why are you to put on the ace, preferable to the queen?

Ans. Because it deceives the adversary, which, in this case, is of more consequence to you than to deceive your partner.

17. To declare your strong suit, when proper to be done, and when not?

Ans. When you have only one strong suit, and you trump out to make that suit, in that case you ought to declare it; but if you are strong in all suits, there is no necessity of declaring your strongest suit.

18. The ace turned up on your right-hand, and that you have the ten and nine only of trumps, why do you play the ten? Case 1, page 21.

19. Why do you play from a king-suit preferable to a queen-suit, having the like number of each?

Ans. Because it is 2 to 1 that the ace does not lie in your left-hand adversary's hands, and it is 5 to 4, if you lead from a queen-suit, that the ace or king lies in his hands, and that you lose your queen, and so play to a disadvantage.

20. Why do you play from a queen-suit preferable to a knave-suit?

Answered, case 19.

21. When you have the four best cards of any suit, why do you throw away the best?

Ans. To let your partner into the state of your game.

22. Your partner's strong suit, how are you to make the most of it?

At pages 14, 15, 16, are six examples to demonstrate it.

23. The queen turned up on your right-hand, you have the ace, ten, and one trump, or the king, ten, and one trump; if the right-hand adversary plays the knave, *Quere*, How are you to play?

Ans. You are to pass it, by which you have an equal wager of gaining a trick, and cannot lose by so doing.

24. Four cards are played out, and trumps are gone round twice, your partner not appearing to have any higher trump than the 8, yet he has three trumps; when he plays his third trump, the next hand puts on the knave, there being the king only in the adversary's hand, you having the ace and queen of trumps:

Quere. Whether are you to play the ace or queen?

Ans. You are to play the ace, because it is 5 to 8 that the last player has the king; and if you reduce the cards to 2 in number, it then is 2 to 1 in your favour, by playing the ace, that the king falls: the like method may be taken in other suits upon the like occasions.

EXAMPLE. Let us suppose that you have only 2 cards remaining in your hands of any suit, viz. the queen and ten; and let us suppose the knave and nine

of the same suit are in your adversary's hands, when your partner leads that suit, your right-hand adversary plays the nine, and has one card only remaining :

Quere. Whether you ought to play your queen or ten ?

Ans. You ought to play your queen, because it is 2 to 1 that your left-hand adversary has the knave.— And in all cases of the like nature you ought to play by this rule.

I would know what is the odds that the dealer at whist holds four trumps or more ?

Ans. That he holds four trumps or more, is 232 to 165, or about a guinea to 14s. 11d. and almost a farthing.

An Explanation of the Terms, or Technical Words, in this Treatise.

FINESSING, means the endeavouring to gain an advantage by art and skill, which consists in this :— When a card is led, and you have the best and third best card of that suit, you judge it best to put your third best card upon that lead, and run the risk of your adversary's having the second best of it ; that if he has it not, which is 2 to 1 against him, you are then sure of gaining a trick.

FORCING, means the obliging your partner or your adversary to trump a suit, of which he has none. The cases mentioned in this Treatise will shew when it is proper to force either of them.

LONG TRUMP, means the having one or more trumps in your hand, when all the rest are out.

LOOSE CARD, means a card in a hand that is of no value, and, consequently, the properest to throw away.

POINTS, ten of them make a game ; as many as are gained by tricks or honours, so many points are set up to the score of the game.

QUART, in general, is a sequence of any four cards immediately following one another in the same suit.—

Quart-major is, therefore, a sequence of ace, king, queen, and knave, in any suit.

QUINT, in general, is a sequence of any five cards immediately following one another in the same suit.—

Quint-major is, therefore, a sequence of ace, king, queen, knave, and ten, in any suit.

REVERSE, means only the playing your hand in a different manner; that is to say, if you are strong in trumps, you play one way; but if weak in trumps, you play the *Reverse*, viz. another.

SEE-SAW, is when each partner trumps a suit, and they play those suits to one another to trump.

SCORE, is the number of points set up, ten of which make a game.

SLAM, is when either party win every trick.

TENACE, is having the first and third best cards, and being the last player, and consequently you catch the adversary when that suit is played: As, for instance, in case you have ace and queen of any suit, and that your adversary leads that suit, you must win those two tricks; and so of any other tenace in inferior cards.

TERCE, is a sequence of any three cards immediately following one another in the same suit. *Terce Major* is therefore a sequence of ace, king, and queen, in any suit.

An Artificial Memory, for those who play at the Game of Whist.

I. **PLACE**, of every suit in your hand, the worst of it to the left hand, and the best (in order) to the right; and the trumps, in the like order, always to the left of all the other suits.

II. If in the course of play you find you have the best card remaining in any suit, put the same to the left to be your trumps.

III. And if you find you have the second best card of any suit to remember, place it on the right of your trumps.

IV. And if you have the third best card of any suit to remember, place a small card of that suit between the trumps and that third best, to the right of the trumps.

V. To remember your partner's first lead, place a small card of that suit led in the midst of your trumps, and if you have but one trump, on the left of it.

VI. When you deal, put the trump turned up to the right of all your trumps, and part with it as late as you can, that your partner may know you have that trump left, and so play accordingly.

VII. *To find where or in what Suit your Adversaries revoke*

Suppose the two suits on your right-hand to represent your adversaries in the order they sit, as to your right and left hand.

When you suspect either of them to have made a revoke in any suit, clap a small card of that suit amongst the cards representing that adversary, by which means you record not only that there may have been a revoke, but also which of them made it, and in what suit.

If the suit that represents the adversary that made the revoke, happens to be the suit he revoked in, change that suit for another, and, as above, put a small card of the suit revoked in, in the middle of that exchanged suit, and if you have not a card of that suit, reverse a card of any suit you have, (except diamonds) and place it there.

VIII. As you have a way to remember your partner's first lead, you may also record in what suit either of your adversaries made their first lead, by putting the suit in which they made that lead, in the place which in your hand represents that adversary, at either your right or left hand; and if other suits were already placed to represent them, then exchange them for the suits in which each of them makes his first lead.

The foregoing method is to be taken when you find it more necessary to record your adversary's first lead, than to endeavour to find out a revoke.

Calculations, which direct with moral certainty how to play well any Hand, by shewing the Chances of your Partner's having 1, 2, or 3 certain Cards.

☞ Read with attention those marked N. B.

For Example.

I Would know what is the chance of his having one certain card?

Answer.

	against him		for him
That he has it not is, N. B.	2	to	1

II. I would know what is the chance of his having two certain cards?

Answer.

That he has one of them only, is,	31	to	26
That he has not both of them,	17		2
But that he has one or both, is about 5 to 4, or N. B.	25		32

III. I would also know what are the chances of his having 3 certain cards?

Answer.

	for him.		against him.
That he holds one of them only, is 325 } for him to 378 against him, or about	6	to	7
That he has not 2 of them only, is 156 } for him to 547 against him, or about	2		7
That he has not all 3 of them, is 22 for } him to 681 against him, or about	1		31
But that he has 1 or 2 of them, is 481 } for him to 222 against him, or about	13		6
And that he has 1, 2, or all 3 of them, } is about N. B.	5		2

An Explanation and Application of the Calculations necessary to be understood by those who read this Treatise.

First Calculation. IT is 2 to 1 that my partner has not one certain card.

To apply this calculation, let us suppose the right-hand adversary leads a suit, of which you have the king and one small card only; you may observe that it is 2 to 1, by putting on your king, that the left-hand adversary cannot win it.

Again, let us suppose that you have the king and three small cards of any suit, likewise the queen and three small cards of any suit, I would know which is the best suit to lead from? *Answer*, From the king, because it is 2 to 1 that the ace does not lie behind you; but it is 5 to 4 that the ace or king of any suit lies behind you, and consequently, by leading from your queen suit, you play to a disadvantage.

2d Calculation. It is 5 to 4, at least, that your partner has one card out of any 2 certain cards; the like odds is in favour of your right-hand and left-hand adversaries; therefore, suppose you have 2 honours in any suit, and knowing it is 5 to 4 that your partner holds one of the other 2 honours, you do by this knowledge play your game to a greater degree of certainty.

Again, let us suppose that you have the queen and 1 small card in any suit only, and that your right-hand adversary leads that suit, if you put on your queen, it is 5 to 4 that your left-hand adversary can win it, and therefore you play 5 to 4 to your disadvantage.

3d Calculation. It is 5 to 2 that your partner has 1 card out of any 3 certain cards.

Therefore, suppose you have the knave and 1 small card dealt you, and that your right-hand adversary leads from that suit, if you put on the knave, it is 5 to 2 that your left-hand adversary has either ace, king,

or queen of the suit led, and therefore you play 5 to 2 against yourself; besides, there is a further consideration, by making a discovery to your right-hand adversary, he finessees upon your partner throughout that whole suit.

And, in order to explain the necessity there is of putting on the lowest of sequences in all the suits led, let us suppose that your adversary led a suit of which you have the king, queen, and knave, or queen, knave, and ten; by putting on your knave of the suit of which you have the king, queen, and knave, it gives your partner an opportunity of calculating the odds for and against him in that suit, and also in all inferior suits of which you have sequences.

A farther use to be made of the foregoing calculation: let us suppose that you have the ace, king, and 2 small trumps, with a quint-major or 5 other winning cards in your hand in any suit, and that you have played trumps two rounds, and that each person followed trumps; in this case there are eight trumps out, and 2 trumps remaining in your hand, which make 10, and 3 trumps which are divided between the remaining 3 players, of which 3 trumps, the odds is 5 to 2 in your favour that your partner has 1; and, therefore, out of 7 cards in your hand, you are entitled to win 5 tricks.

Some Computations for laying Wagers.

All with the Deal.

The deal	_____	_____	is 21 to 20	
1 love	_____	_____	11	10
2	_____	_____	5	4
3	_____	_____	3	2
4	_____	_____	7	4
5 is 2 to 1 of the game, and 1 of the lurch			2	1
6	_____	_____	5	2
7	_____	_____	7	2
8	_____	_____	5	1
9 is about	_____	_____	9	2
_____			_____	_____

THE GAME OF WHIST.

55

2 to 1
3 1
4 1
5 1
6 1
7 1
8 1
9 1 is about

3 to 2
4 2
5 2
6 2
7 2
8 2
9 2

4 to 3
5 3
6 3
7 3
8 3
9 3 is about

5 to 4
6 4
7 4
8 4
9 4 is about

6 to 5
7 5
8 5
9 5 is about

is 9 to 8
9 7
9 6
9 5
9 4
3 1
9 2
4 1

is 8 to 7
4 3
8 5
2 1
8 3
4 1
7 2

is 7 to 6
7 5
7 4
7 3
7 2
3 1

is 6 to 5
6 4
2 1
3 1
5 2

is 5 to 4
5 3
5 2
2 1

7 to 6	—	—	is 4 to 3
8 6	—	—	2 1
9 6 is about		—	7 4
<hr/>			
8 to 7 is above	—		3 to 2
9 7 is about	—		12 8
<hr/>			

8 to 9, is about 3 and a half in the hundred, in favour of 8 with the deal; against the deal, the odds are still, though small, in favour of 8.

Calculations for the Whole Rubber.

SUPPOSE A and B are at play, and that A is 1 game, and 8 love of the second game, with the deal.

Quere. What are the odds throughout the whole rubber?

1 Game love and 9 love of the second game (upon supposition of 9 love with the deal) being nearly 6 to 1:

First game and 9 love of the } 13 to 1
second game is nearly

First game and 8 love of the } 13 to 1, &c.
second game is a little more
than the former

First game and 7 love of the } 10 to 1
second is nearly

Ditto and 6 love of the second } 8 to 1
is nearly

Ditto and 5 love of the second } 6 to 1
is nearly

First game and 4 love of the } 5 to 1
second is nearly

Ditto and 3 love of the second } $4\frac{1}{2}$ to 1
is nearly

Ditto and 2 love of the second } 4 to 1
is nearly

Ditto and 1 love of the second } 7 to 2
is nearly

The above calculations are made with the deal.

Against the Deal.

SUPPOSE A and B are at play, and that A is 1 game, and any number of points in the second deal.

First game and 9 love of the second is nearly } 11 to 1

Ditto and 8 love of the second game (is a little more) } 11 to 1

Ditto and 7 love of the second game is } 9 to 1

Ditto and 6 love of the second game is } 7 to 1

Ditto and 5 love of the second game is } 5 to 1

Ditto and 4 love of the second game is } $4\frac{1}{2}$ to 1

Ditto and 3 love of the second game is } 4 to 1

Ditto and 2 love of the second game is } 7 to 2

First game and 1 love of the second is nearly } $6\frac{1}{2}$ to 2

The use which is to be made of the foregoing calculations, may be made by dividing the stake, according to the tables herewith set down.

MR. PAYNE'S MAXIMS FOR WHIST.

Leader.

1. **B**EGIN with the suit of which you have most in number. *For when the trumps are out, you will probably make several tricks in it.*

2. If you hold equal numbers in different suits, begin with the strongest. *Because it is the least liable to injure your partner.*

3. Sequences are always eligible leads. *Because they support your partner's hand, without injuring your own.*

4. Lead from a king or queen, rather than from an ace. *For since the adversaries will lead from those suits which you do not, your ace will do them most harm.*

5. Lead from a king rather than from a queen, and from a queen rather than a knave. *For the stronger the suit, the less is your partner endangered.*

6. Lead not from ace queen, or ace knave, till it becomes necessary. *For if that suit is led by the adversaries, you have a good chance of making two tricks in it.*

7. In all sequences to a queen, knave, or ten, begin with the highest. *Because it will frequently distress your left-hand adversary.*

8. Having ace, king, and knave, lead the king. *For if strong in trumps, you may wait the return of that suit, and finesse the knave.*

9. Having ace, king, and one small card, lead the small one. *For by this lead your partner has a chance to make the knave.*

10. Having ace, king, and two or three small cards, play ace and king if weak in trumps, but a small card if strong in them. *For when strong in trumps you may give your partner the chance of making the first trick.*

11. Having king, queen, and one small card, play the small one. *For your partner has an equal chance to win the trick; and you need not fear to make king or queen.*

12. Having king, queen, and two or three small cards, lead a small card if strong in trumps, and the king, if weak in them. *For strength in trumps entitles you to play a backward game, and to give your partner the chance of winning the first trick; but if weak in trumps, it is necessary to secure a trick in that suit, by leading the king, or queen.*

13. Having an ace with four small cards, and no other good suit; play a small card if strong in trumps, and the ace if weak. *For strength in trumps may enable you to make one or two of the small cards, although your partner should not be able to support the lead.*

14. Having king, knave, and ten, lead the ten. *For if your partner holds the ace, you have a good chance of making three tricks, whether he passes the ten or not.*

15. Having king, queen, and ten, lead the king. *For if it falls upon the return of that suit from your partner, by putting on the ten you have a chance of making two tricks.*

16. Having queen, knave, and nine, lead the queen. *For upon the return of that suit from your partner, by putting on the nine you will probably make the knave.*

Second Hand.

1. Having ace, king, and small ones, play a small card if strong in trumps, but the king if weak in them. *For otherwise your ace or king might be trumped in the latter case, and no hazards should be run with few trumps but in critical cases.*

2. Having ace, queen, and small cards, play a small one. *For upon the return of that suit you will probably make two tricks.*

3. Having ace, knave, and small cards, play a small one. *For upon the return of that suit you will probably make two tricks.*

4. Having ace, ten, or nine, with small cards, play a small one. *For by this method you have a chance of making two tricks in the suit.*

5. Having king, queen, ten, and small cards, play the queen. *For by playing the ten upon the return of the suit, you will probably make two tricks in it.*

6. Having king, queen, and small cards, play a small card if strong in trumps, but the queen if weak in them. *For strength in trumps warrants playing a backward game,*

and it is always advantageous to keep back your adversaries suit.

7. If you hold a sequence to your highest card in the suit, play the lowest of it. *For by this means your partner is informed of your strength in that suit.*

8. Having queen, knave, and small ones, play the knave. *Because you will in great probability secure a trick in that suit.*

9. Having queen, ten, and small ones, play a small one. *For your partner has an equal chance to win the trick.*

10. Having either ace, king, queen, or knave, with small cards, play a small one. *For your partner has an equal chance to win the trick.*

11. Having either ace, king, queen, or knave, with one small card only, play the small one. *For otherwise the adversary will finesse upon you in that suit.*

12. If a queen is led, and you hold the king, put it on. *For if your partner holds the ace, you do no harm; and if the king is taken, the adversaries have played two honours to one.*

13. If a knave is led, and you hold the queen, put it on. *For at the worst you bring down two honours for one.*

14. If a king is led, and you hold ace, knave, and small ones, play the ace. *For it cannot do the adversaries a greater injury.*

Third Hand.

1. Having ace and king, play the ace, and return the king. *Because you are not to keep the command of your partner's strong suit.*

2. Having ace and queen, play the ace, and return the queen, *For although it may prove better in some cases to put on the queen, yet in general your partner is best supported by the method above.*

3. Having ace and knave, play the ace, and return the knave. *The knave is returned in order to strengthen your partner's hand.*

4. Having king and knave, play the king; and if it wins, return the knave. *Because it will strengthen your partner's hand.*

5. Always put on the best when your partner leads a small card. *Because it best supports your partner's hand.*

6. If you hold the ace and one small card only, and your partner leads the king; put on the ace and return the small one. *For otherwise your ace will be an obstruction to his suit.*

7. If you hold the king and one small card only, and your partner leads the ace; if the trumps are out it is good play to put on the king. *For by putting on the king, there is no obstruction to the suit.*

Fourth Hand.

1. If a king is led, and you hold ace, knave, and a small card, play the small one. *For supposing the queen to follow, you will probably make both ace and knave.*

2. When the third hand is weak in his partner's lead, you may often return that suit to great advantage. *But this rule must not be applied to trumps, unless you are very strong indeed.*

Cases in which you should return your Partner's Lead immediately.

1. When you win with the ace, and can return an honour. *For then it will greatly strengthen his hand.*

2. When he leads a trump. *In which case return the best remaining in your hand (unless you hold four originally): an exception to this arises if the lead is through an honour.*

3. When your partner has trumped out. *For then it is evident he wants to make his great suit.*

4. When you have no good card in any other suit. *For then you are intirely dependant on your partner.*

Cases in which you should not return your Partner's Lead immediately.

1. If you win with the king, queen, and knave, and have only small cards remaining. *For the return of a small card will more distress than strengthen your partner.*

2. If you hold a good sequence. *For then you may shew a strong suit, and not injure his hand.*

3. If you have a strong suit. *Because leading from a strong suit is a direction to your partner, and cannot injure him.*

4. If you have a good hand. *For in this case you have a right to consult your own hand, and not your partner's.*

5. If you hold five trumps. *For then you are warranted to play trumps, if you think it right.*

Of Leading Trumps.

1. Lead trumps from a strong hand, but never from a weak one. *By which means you will secure your good cards from being trumped.*

2. Trump not out with a bad hand, although you hold five small trumps. *For since your cards are bad, it is only trumping for the adversaries good ones.*

3. Having ace, king, knave, and three small trumps, play ace and king. *For the probability of the queen's falling is in your favour.*

4. Having ace, king, knave, and one or two small trumps, play the king, and wait the return from your partner to put on the knave. *This method is in order to win the queen, but if you have particular reasons to wish the trumps out, play two rounds of trumps, and then your strong suit.*

5. Having ace, king, and two or three small trumps, lead a small one. *This method is with a view to let your partner win the first trick; but if you have good reason for getting out the trumps, play three rounds, or play ace and king, and then proceed with your strong suit.*

6. If your adversaries are eight, and you hold no honour, throw off your best trump. *For if your partner has not two honours, you have lost the game, and if he holds two honours, it is most advantageous for you to lead a trump.*

7. Having ace, queen, knave, and small trumps, play the knave. *For by this mean only the king can make against you.*

8. Having ace, queen, ten, and one or two small trumps, lead a small one. *For it will give your partner a chance to win the trick, and keep the command in your own hand.*

9. Having king, queen, ten, and small trumps, lead the king. *For if the king is lost, upon the return of trumps you may finesse the ten.*

10. Having king, knave, ten, and small ones, lead the knave. *Because it will prevent the adversaries from making a small trump.*

11. Having queen, knave, nine, and small trumps, lead the queen. *For if your partner holds the ace, you have a good chance of making the whole suit.*

12. Having queen, knave, and two or three small trumps, lead the queen. *For if your partner holds the ace, you have a good chance for making the whole suit.*

13. Having knave, ten, eight, and small trumps, lead the knave. *For on the return of trumps you probably may finesse the eight to advantage.*

14. Having knave, ten, and three small trumps, lead the knave. *Because it will most distress your adversaries, unless two honours are held on your right-hand; the odds against which is about three to one.*

15. Having only small trumps, begin with the highest. *By this play you will support your partner all you can.*

16. Having a sequence, begin with the highest. *By this means your partner is best instructed how to play his hand, and cannot possibly be injured.*

17. If an honour is turned up on your left, and the game much against you, lead a trump the first opportunity. *For your game being desperately bad, this method is the most likely to retrieve it.*

18. In all other cases it is dangerous leading through an honour, unless you are strong in trumps, or have a good hand. *Because all the advantage of trumping through an honour lies in the finessing of your partner.*

19. Supposing hereafter it is proper to lead trumps. If an honour is turned up on your left, and you hold only one honour with a small trump, throw off the honour, and next the small one. *Because it will greatly strengthen your partner's hand, and cannot hurt your own.*

20. If an honour is turned up on the left, and you hold a sequence, lead the highest of it. *Because it will prevent the last hand from injuring your partner.*

21. If a queen is turned up on the left, and you hold ace, king, and a small one, lead the small trump. *Because you will have a chance for getting the queen.*

22. If a queen is turned up on your left, and you hold the knave, with small ones, lead the knave. *For the knave can be of no service, since the queen is on your left.*

23. If an honour is turned up by your partner, and you are strong in trumps, lead a small one: but if weak in them, lead the best you have. *By this play the weakest hand will support the strongest.*

24. If an ace is turned up on the right, and you hold king, queen, and knave, lead the knave. *For it is a secure lead.*

25. If an ace is turned up on the right, and you hold king, queen, and ten, lead the king; and upon the return of trumps play the ten. *For by this means you shew a great strength to your partner, and will probably make two tricks in them.*

26. If a king is turned up on the right, and you hold queen, knave, and nine, lead the knave; and upon the

return of trumps play the nine. *Because it may prevent the ten from making.*

27. If a king is turned up on your right, and you hold knave, ten, and nine, lead the nine; and upon the return of trumps play the ten. *Because this method will best disclose your strength in trumps.*

28. If a queen is turned up on the right, and you hold ace, king, and knave, lead the king; and upon the return of trumps play the knave. *Because you are certain to make the knave.*

29. If a queen is turned up on the right, and you hold ace, king, and small ones, lead the king; and upon the return of trumps you may finesse, unless the queen falls. *For otherwise the queen will make a trick.*

30. If a knave is turned up on the right, and you hold king, queen, and ten, lead the queen; and upon the return of trumps play the ten. *For by these means you will make the ten.*

31. If a knave is turned up on the right, and you hold king, queen, and small ones, lead the king; and if that comes home, play a small one. *For it is probable your partner holds the ace.*

32. If a knave is turned up on the right, and you hold king, ten, or queen, ten with two small cards, lead a small one; and upon the return of trumps play the ten. *For it is five to four that your partner holds one honour.*

When you turn up an Honour.

1. If you turn up an ace, and hold only one small trump with it, if either adversary leads the king, put on the ace. *For it can do the adversaries no greater injury.*

2. If you turn up an ace, and hold two or three small trumps with it, and either adversary leads the king, put on a small one. *For if you play the ace, you give up the command in trumps.*

3. If you turn up a king, and hold only one small trump with it, and your right-hand adversary leads a trump, play the king. *This case is really somewhat doubtful, and very good players think differently.*

4. If you turn up a king, and hold two or three small trumps with it, if your right-hand adversary leads a trump, play a small one. *It being the best way of securing your king.*

5. If you turn up a queen or knave, and hold only small trumps with it, if your right-hand adversary leads a trump, put on a small one. *It being the securest play.*

6. If you hold a sequence to the honour turned up, play it last. *By this mean your partner will be the best acquainted with your strength in trumps.*

Of Playing for the Odd Trick.

1. Be cautious of trumping out, notwithstanding you have a good hand. *For since you want the odd trick only, it would be absurd to play a great game.*

2. Never trump out if your partner appears likely to trump a suit. *For it is evidently best to let your partner make his trumps.*

3. If you are moderately strong in trumps, it is right to force your partner. *For by this mean you probably gain a trick.*

4. Make your tricks early, and be cautious of finessing. *That you may not be greatly injured, though you fail of making the odd trick.*

5. If you hold a single card of any suit, and only two or three small trumps, lead the single card. *For it will give you a chance of making a small trump.*

General Rules.

1. Be very cautious how you change suits, and let no artifice of the adversary induce you to it.

2. Keep a commanding card to bring in your strong suit when the trumps are out, if your hand will admit of such pretensions.

3. Never keep back your partner's suit in trumps, but return them the first opportunity.

4. If you hold a strong suit, and but few trumps, rather force your adversaries than lead trumps, unless you are strong in the other suits likewise.

5. Be sure to make the odd trick when it is in your power.

6. Always consider the scores, and play your hand accordingly.

7. In a backward game, you may often risk one trick in order to win two; but in a forward game you are to be more cautious, unless you have a good probability of getting up.

8. In returning your partner's lead, play the best you have, when you hold but three originally.

9. Remember what cards drop from each hand, how many of each suit are put, and what is the best remaining card in each.

10. Lead not originally from a suit of which you have ace and queen, ace and knave, or king and knave; if you hold another moderate suit.

11. If neither of your adversaries will lead from the above suits, you must do it yourself with a small card.

12. You are strong in trumps with five small ones, or three small ones and one honour.

13. Do not trump a card when you are strong in trumps, and the more especially if you hold a strong suit.

14. If you hold only a few small trumps, make them if you can.

15. If your partner refuses to trump a suit of which he knows you have not the best, lead him your best trump the first opportunity.

16. If your partner has trumped a suit, and refuses to play trumps, lead him that suit again.

17. Never force your partner but when you are strong in trumps, unless you have a renounce yourself, or want only the odd trick.

18. If the adversaries trump out, and your partner has a renounce, give him that suit when you get the lead, if you think he has a small trump left.

19. Lead not from an ace suit originally, if you hold four in number of another suit.

20. When trumps are either returned by your partner, or led by the adversaries, you may finesse deeply in them ; keeping the command all you can in your own hand.

21. If you lead the king of any suit, and make it, you must not thence conclude that your partner holds the ace.

22. It is sometimes proper to lead a thirteenth card, in order to force the adversary, and make your partner last player.

23. If weak in trumps, make your tricks soon ; but when strong in them, you may play a more backward game.

24. Keep a small card of your partner's first lead, if possible, in order to return it when the trumps are out.

25. Never force your adversary with your best card of a suit, unless you have the second best also.

26. In your partner's lead, endeavour to keep the command in his hand, rather than in your own.

27. If you have a saw, it is generally better to pursue it than to trump out ; although you should be strong in trumps with a good suit.

28. Keep the trump you turn up as long as you properly can.

29. When you hold all the remaining trumps, play one of them to inform your partner ; and then put the lead into his hand.

30. It is better to lead from ace and nine, than from ace and ten.

31. It is better to lead trumps through an ace or king than through a queen or knave.

32. If you are reduced to the last trump, some winning cards, and one losing card only, lead the losing card.

33. If only your partner has trumps remaining, and he leads a suit of which you hold none ; if you have a good quart (or sequence of four) throw away the highest of it.

34. If you have an ace with one small card of any suit, and several winning cards in other suits ; rather throw away some winning card than that small one.

35. If you hold only one honour with a small trump, and wish the trumps out, lead the honour first.

36. If trumps have been led thrice, and there be two remaining in the adversaries hands, endeavour to force them out.

37. Never play the best card of your adversaries lead at second hand, unless your partner has none of that suit.

38. If you have four trumps and the command of a suit whereof your partner has none, lead a small card in order that he may trump it.

39. If you hold five trumps with a good hand, play trumps, and clear your adversaries hands of them.

40. If you hold the ace and three small trumps when the adversaries lead them, and have no particular reason for stopping the suit, let them quietly make king and queen, and on the third round play the ace.

41. Supposing yourself leader with three small trumps, one strong suit, one moderate suit, and a single card, begin with the strong suit, and next lead the single card.

42. Be careful how you sort your cards, lest a sharp and curious eye should discover the number of your trumps.

Whist is sometimes played by three persons, one of them undertaking an ideal partner called Dumbmy,

whose cards are turned up to view on the table, which is reckoned rather an advantage to a good player, but apt to confuse an indifferent one. Now and then only two people play, with each a dummy.

Three-handed whist, a game requiring but little skill, is played by discarding all the dukes, threes and fours, with one five, each person acting alone: in this way every trick above four, and each honour is reckoned; in other respects these modes do not vary from the usual methods and rules.

MR. HOYLE'S GAME OF QUADRILLE.

THE game of quadrille is played by four persons, with forty cards; the four tens, nines, and eights, are to be discarded from the pack; the deal is made by distributing the cards to each player, three at a time, for two rounds, and once four at a time, beginning with the right-hand player, who is the elder hand.

Some short Rules for Learners.

I. *When you are the ombre*, and your friend leads from a mat, play your best trump, and then lead the next best the first opportunity.

II. If you possess all the trumps, keep leading them, except you have other certain winning cards.

III. If all the mats are not revealed by the time you have won six tricks, do not run a risk in playing for the vote.

IV. *When you are the friend called*, and hold only a mat, lead it, but if only a mat guarded by a small trump, lead the small one; though when the ombre is last player, lead the best trump you have.

V. Punto in red, or king of trumps in black, are good cards to lead when they are your best, and should either of them succeed, then play a small trump.

VI. When the ombre leads to discover the friend, if you hold king, queen, and knave, put on the knave.

VII. Preserve the called suit, whether friend or foe.

VIII. *When playing against a lone hand*, never lead a king, unless you have the queen, nor change the suit, nor permit, if possible to avoid it, the ombre to be last player.

Because a learner may be at a loss to know the rank and order of the cards, when trumps, or not, the two following tables shew them.

The Rank and Order of the Cards when not Trumps.

Clubs and Spades.

King,
Queen,
Knave,
Seven,
Six,
Five,
Four,
Three,
Deuce.

In all 9.

Hearts and Diamonds.

King,
Queen,
Knave,
Ace,
Deuce,
Three,
Four,
Five,
Six,
Seven.

In all 10.

The Rank and Order of the Cards when Trumps.

Clubs and Spades.

Spadille, *the ace of spades*
Manille, *the deuce of spades,*
or of clubs.

Basto, *the ace of clubs.*

King,
Queen,
Knave,
Seven,

Hearts and Diamonds.

Spadille, *the ace of spades*
Manille, *the seven of*
hearts, or of diamonds.

Basto, *the ace of clubs.*

Punto, *the ace of hearts,*
or of diamonds.

King,
Queen,
Knave,
Deuce,

Clubs and Spades.

Six,
Five,
Four,
Three.

In all 11.

Hearts and Diamonds.

Three,
Four,
Five,
Six.

In all 12.

You may observe by the foregoing tables, that spadille and basfo are always trumps; thereby the red suits have one trump more than the black.

There are three matadores, *viz.* spadille, manille, and basfo.

If an ordinary trump is led, you are not obliged to play a matadore upon it; but if spadille is led, and you should hold manille or basfo unguarded, you must play it: also if manille is led, and you should have basfo unguarded, it must be played.

The last table also shews the order or rank of the false matadores, so called, if we begin from basfo, and so proceed downward by sequences to any number.

I. **T**HE first thing to be done, after you have seen your cards, is, to ask leave to pass, or play *sans prendre*; and if you name a wrong trump, you must abide by it.

II. If all the players pass, he who has spadille is obliged to play; but if he does not make three tricks, he is not basted.

III. The player ought to have a fair probability of winning three tricks when he calls a king, to prevent his being basted.

IV. Therefore we will set down such games only, as give a fair chance to win the game by calling a king with directions at the end of each case what trump you are to lead.

Calculations necessary to be understood by those who have made some Progress in the Game.

I. I would know what is the odds that my partner holds one out of any two cards?

Ans. That he holds one card out of any two certain cards, is about 5 to 4 in his favour.

II. I would also know what is the odds that my partner holds one card out of any three certain cards?

Ans. That he holds one card out of any three certain cards, is about 5 to 2 in his favour.

An Application of the foregoing Calculations.

I. That your partner holds one card out of any two certain cards.

Suppose you should hold one matadore, it is by this calculation evident, that it is 5 to 4 in your favour that your partner holds one of the other two, and consequently you may play your game accordingly.

Again, suppose you call a king, and having a knave and one small card of a suit in your hand, by the foregoing calculation, it is plain that you have 5 to 4 in your favour that your partner holds either the king or queen of that suit; and consequently you have the odds in your favour to win a trick in that suit.

II. That your partner holds one card out of any three certain cards.

Suppose you have no matadore, but with the assistance of one of them you have great odds of winning the game; you may observe, by the foregoing calculation, that it is about 5 to 2 that your partner holds one of them, you having none.

This calculation may be applied to many other cases; very useful to the player.

Games in Red, which may be played, calling a King.

I. Spadille, manille, two small hearts or diamonds, the queen of clubs, and one small one, and four small cards of the other suits. Lead a small trump.

II. Spadille, manille, two small hearts or diamonds, with the knave and two small clubs, and three small cards of the other suits. Lead a small trump.

III. Spadille, manille, two small hearts or diamonds, three small clubs, and three small cards of the other suits. Lead a small trump.

IV. Spadille, punto, king, queen, and one small heart or diamond, three small clubs, the queen, and one spade. Lead punto.

V. Spadille, punto, king, knave, and one small heart or diamond, the knave and two small clubs, and two small spades. Lead punto.

VI. Spadille, king, queen, knave, and one small heart or diamond, with the queen, knave, and one small club, and two small spades. Lead the king of trumps.

VII. Spadille, three, four, five, and six of hearts or diamonds, king of clubs and one more, queen and two small spades; whether elder or any other hand, when you have the lead play a small trump; in the second lead play spadille.

VIII. Manille, basto, punto, and two small hearts or diamonds, three small clubs, and the knave and one spade. Lead manille.

IX. *N. B.* Manille, basto, king, and two small hearts or diamonds, queen and one small club, and three small spades. Lead Manille.

X. *N. B.* Manille, basto, queen, and two small hearts or diamonds, queen and two small clubs, knave and one spade. Lead manille.

XI. Manille, basto, with the three smallest hearts or diamonds, queen and one small club, knave, and two small spades. Play a small trump.

XII. *N. B.* Manille, punto, king, and two small hearts or diamonds, queen, knave, and one small club king, and one small spade. Lead manille.

XIII. Manille, punto, queen, and two small hearts or diamonds, queen and one small club, king and two small spades. Play a small trump.

XIV. Manille, punto, and three small hearts or diamonds, knave and one small club, king, queen, and one small spade. Play a small trump.

XV. Manille, and the four smallest hearts or diamonds, queen and one small club, king, queen, and one small spade. Play a small trump.

XVI. *N. B.* Basto, punto, king, and two small hearts or diamonds, king and queen of clubs, queen and two small spades. Lead basto.

XVII. *N. B.* Basto, punto, queen, and two small hearts or diamonds, queen, knave, and one small club, king and queen of spades. Lead basto.

XVIII. *N. B.* Basto, punto, and three of the smallest hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

XIX. Basto, and the four smallest hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

XX. *N. B.* Punto, king, queen, and two small hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Lead punto.

XXI. Punto, king, and three small hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

Games in Black, which may be played, calling a King.

I. SPADILLE, manille, and two small clubs or spades, the knave and two small hearts, and three small diamonds. Lead a small trump.

II. *N. B.* Spadille, manille, and two small clubs or spades, queen and two small hearts, and three small diamonds. Lead a small trump.

III. Spadille, manille, and two small clubs or spades, three small hearts, three small diamonds. Lead a small trump.

IV. N. B. Spadille, king, queen, and two small clubs or spades, with the queen and one small heart, three small diamonds. Lead the king of trumps.

V. Spadille, king, knave, and two small clubs, queen and two diamonds, two small hearts. Play a small trump.

VI. Spadille, queen, and three small clubs or spades, queen and two small hearts, two small diamonds. Play a small trump.

VII. Spadille, and the four smallest clubs or spades, king and one small heart, queen and two small diamonds. Play a small trump.

VIII. Manille, basto, king, and two small clubs or spades, three small hearts, and two small diamonds. Lead manille.

LX. Manille, basto, queen, and two small clubs or spades, three small hearts, queen and one small diamond. Lead manille.

X. Manille, basto, knave, and two small clubs or spades, knave and one heart, three small diamonds. Lead manille.

XI. Manille, basto, and three small clubs or spades, queen, and two small hearts, knave and one small diamond. Lead manille.

XII. N. B. Manille, king, queen, and two small clubs or spades, king and one small heart, queen, knave and one small diamond. Lead manille.

XIII. N. B. Manille, king, knave, and two small clubs or spades, king and one small heart, queen and two small diamonds. Lead manille.

XIV. Manille, king, and three small clubs or spades, queen and two small hearts, king and one small diamond. Play a small trump.

XV. Manille, and the four smallest clubs or spades, king, queen, and one small heart, two small diamonds. Play a small trump.

XVI. *N. B.* Basto, king, queen, and two small clubs or spades, queen and two small hearts, king and one small diamond. Lead basto.

XVII. *N. B.* Basto, king, knave, and two small clubs or spades, knave and one heart, king and two small diamonds. Lead basto.

XVIII. *N. B.* Basto, king, and three small clubs or spades, king and queen of hearts, queen and two small diamonds. Play a small trump.

XIX. Basto, and four of the smallest clubs or spades, king and queen of hearts, queen, knave, and one small diamond. Play a small trump.

XX. *N. B.* King, queen, knave, and two small clubs or spades, king and queen of hearts, knave and two small diamonds. Lead the king of trumps.

XXI. King, queen, seven, six, and five of clubs or spades, king and queen of hearts, queen, knave, and one small diamond. Lead the king of trumps.

You are to observe that those cases, both in the red and black games, which are marked thus (*N. B.*) are very good games to play, and you have the odds on your side to win those which are not marked.

N. B. You are to call to your strongest suits, except you have a queen guarded. And if you are elder hand, you have a fairer chance to win the game than if middle hand, because you have an opportunity of leading a trump, which frequently makes your adversaries play against each other.

Cases calculated, shewing the Players the Odds of winning the following Games of Quadrille, sans prendre; and also such Games as ought not to be played sans prendre.

Games in Black, Elder Hand.

I. **THREE** matadores in clubs, king and six of diamonds, king and six of hearts, king, five, and six of spades. Play trumps to all the elder-hand games. The above game wins 27 to 4.

II. Three matadores, and the three of clubs, king and six of diamonds, king and six of hearts, two small spades. The above game wins 215 to 162, or about 4 to 3.

III. Three matadores, three and four of clubs, king and six of diamonds, three small hearts. Wins 291 to 86, or above 10 to 3.

IV. Three matadores, with three, four, and five of clubs, two small diamonds, two small hearts. Wins near 10 to 1.

V. Spadille, manille, king, knave, three and four of clubs, two small diamonds, two small hearts. Wins 4895 to 3022, or about 8 to 5.

VI. Spadille, manille, king, three, four, and five of clubs, two small diamonds, two small hearts. Wins about 8 to 5.

VII. Spadille, manille, king, three and four of clubs, king and six of diamonds, three small hearts. Loses 1514 to 1125, or about 4 to 3.

VIII. Spadille, manille, three, four, five, and six of clubs, two small diamonds, two small hearts. Loses 1514 to 1125, or about 4 to 3.

IX. Spadille, manille, three, four, and five of clubs, king and one small diamond, three small hearts. Loses 2234 to 405, or about 11 to 2.

X. Three false matadores, and three of clubs, king and six of diamonds, king and six of hearts, king and six of spades. Wins 215 to 162, or about 4 to 3.

XI. Three false matadores, three and four of clubs, king and six of diamonds, king, six, and five of hearts. Wins 291 to 86, or above 10 to 3.

XII. Three false matadores, three, four, and five of clubs, king and six of diamonds, two small hearts. Wins 1025 to 106, or near 10 to 1.

XIII. Manille, basto, queen, three, four, and five of clubs, king and one small diamond, two small hearts. Wins 4895 to 3022, or above 8 to 5.

XIV. Manille, basto, knave, three, four, and five of clubs, king and one small diamond, two small hearts. Loses 4162 to 3755, or almost 10 to 9.

XV. Spadille, three, four, five, and six of clubs, king and one small diamond, king of spades, king and one small heart. He must lead a small trump, and his chance then for winning is 1749 to 890, or near 2 to 1 for winning.

XVI. Spadille, three, four, five, six, and seven of clubs, king and one diamond, king of spades, king of hearts. Wins about 275 to 2.

Games in Red, Elder Hand.

I. **THREE** matadores in hearts, king and one diamond, king and one spade, king and two clubs. Wins 24 to 11, or about 2 to 1.

II. Three matadores, and three of hearts, king and one small diamond, king and queen of clubs, two small spades. Wins 7010 to 1661, above 4 to 1; besides the chance that his kings and queens pass, though he should not fetch out all the trumps.

III. Three matadores, and three and four of hearts, king and one small club, three diamonds. Wins almost 4 to 3.

IV. Three matadores, three, four, and five of hearts, two small diamonds, two small clubs. Wins 291 to 86, or above 10 to 3.

V. Spadille, manille, punto, queen, three, and four of hearts, two small diamonds, two small clubs. Loses 1706 to 1339, or above 5 to 4.

VI. Spadille, manille, punto, three, four, and five of hearts, two small diamonds, two small clubs. Loses 1514 to 1125, or above 4 to 3.

VII. Spadille, manille, king, three, four, and five of hearts, two small diamonds, two small clubs. Loses 278 to 99, or about 14 to 5.

VIII. Spadille, manille, three, four, five, and six of hearts, two small diamonds, two small clubs. Loses above 3 to 1.

IX. Spadille, manille, three, four, five, and six of hearts, king and one club, two small diamonds. Wins 1845 to 794, or above 9 to 4.

X. Spadille, manille, two, three, four, five, six of hearts, two small diamonds, one small club. Wins above 9 to 1, nearer 10 to 1.

XI. Four matadores in hearts, king and two small clubs, king and two small spades. Wins about 16 to 1. That he fetches out the trump is 7206 to 1465, near 5 to 1; besides the chance for his king's passing though the tramp should not fall.

XII. Three false matadores, and three of hearts, king and one small club, king and one diamond, king and one small spade. Loses 5791 to 2880, or above 2 to 1.

XIII. Three false matadores, three and four of hearts, king and one club, king and two spades. Wins 215 to 162, or about 4 to 3.

XIV. Three false matadores, three, four, and five of hearts, king and one small club, two small spades. Wins 291 to 86, or above 10 to 3.

XV. Three false matadores, with the knave, the three, four, and five of hearts, one small diamond, two small spades. Wins 1025 to 106, near 10 to 1; but

you are to suppose the lead is to come into your hand a second time, without trumping with a matadore.

XVI. Three false matadores, with the queen, the three, four, and five of hearts, one small diamond, two small clubs. (As the former) wins near 10 to 1.

XVII. Manille, basto, king, three, four, and five of hearts, king and one diamond, two small clubs. Loses 1514 to 1125, or about 4 to 3.

XVIII. Manille, basto, queen, three, four, and five of hearts, king and one club, two small spades. Loses 278 to 99, or near 3 to 1.

XIX. Manille, basto, three, four, five, and six of hearts, king and one diamond, two small clubs. Loses 2639 to 405, or about 6 to 1.

XX. Spadille, two, three, four, five, and six of hearts, king and one diamond, king of spades, and the king of clubs. That he fetches out three trumps by playing spadille, is above 4 to 1, and consequently above 4 to 1 for winning.

XXI. Spadille, three, four, five, and six of hearts, king and one diamond, king and one spade, and the king of clubs.

That three sure tricks in trumps lie against the player, is 1384 to 1255, and consequently the odds is against his winning the game.

If he plays the game, he must begin with leading a small trump; for if he plays spadille, he has no chance at all.

At his second lead he ought to play spadille, having the fairest probability of winning the game by that method of play.

In all the games of false matadores, we have supposed the player is not over-ruffed before it comes again into his hand.

N. B. If you should have a *sans prendre* game, and it should be 5 to 4 for winning it, you are to consider that

the calling a king makes it a sure game won, besides the chance of winning a *vole* ; and, therefore, upon a strict calculation, it is found to be more adviseable to call a king in such a case,

N. B. A good player may play a weaker game either elder or younger hand, than middle hand.

The Laws of the Game of Quadrille.

I. **T**HE cards are to be dealt to the right-hand, by fours and threes, and no otherwise ; and the dealer is at liberty to begin by four or three : if in dealing there should come one or more faced cards, there must be a new deal, unless it is the last card.

II. If there are too many or too few cards in the pack, there must be a new deal.

III. He who deals wrong, deals again, and is not basted.

IV. He who has asked leave is obliged to play.

V. No one is basted for playing out of turn ; but the card played may be called at any time in that deal, provided it does not cause a revoke ; or either of the adversaries may demand the partner of him who played out of his turn, or his own partner, to play any suit he thinks fit.

VI. The three matadores cannot be forced by an inferior trump.

VII. The superior matadore forces the inferior, when it is played by the first player.

VIII. Whoever names any suit for trumps, he must abide by it, though it should happen to be his worst suit.

IX. If you play with eleven cards, you are basted.

X. If you play *sans prendre*, or have matadores, you are to demand them before the next dealer has finished his deal, otherwise you lose the benefit.

XI. If any person names his trump without asking leave, he is obliged to play *sans prendre*, unless the younger hand, and all the rest have passed.

XII. After the game is won, if the person who won the sixth trick plays the seventh card, he is obliged to play for the *vole*.

XIII. If you have four kings dealt you, you are at liberty either to call a queen to one of your kings, or to call one of your kings: but you are not to call the queen of trumps.

XIV. If any person separates a card from the rest, he ought to play it, if the adverse party has seen it, unless he plays *sans prendre*.

XV. If the king called, or his partner plays out of his turn, no *vole* is to be played for.

XVI. No person is to be basted for a renounce, unless the trick is turned and quitted; and if any person renounces, and it is discovered, if the player should happen to be basted by such renounce, all the parties are to take up their cards, and play them over again.

XVII. If spadille is forced to play, he is not obliged to make his three tricks.

XVIII. Whoever undertakes playing the *vole*, has the preference of playing before him who offers to play *sans prendre*.

XIX. If all parties agree to it, before you begin to play, let the person have the preference of playing, who plays for the most tricks; which will prevent small games from being played.

XX. The player is entitled to know who is his king called, before he declares for the *vole*.

XXI. When six tricks are won, he who won the sixth trick ought to say, I play the *vole*; or, I do not play the *vole*; or, I ask ———, and nothing else.

XXII. He who wins the *vole*, is to take double the stake played for out of the pool.

XXIII. He who asks leave (if elder hand), may play *sans prendre*, in preference to any of the other players.

XXIV. If you have one king only, you may call yourself, but must win six tricks.

XXV. If you play the king surrendered, he must win six tricks who demands the king of any person.

XXVI. He who has passed once (unless he has spadille) has no right to play afterwards; also he who has asked the question is obliged to play, unless somebody else plays *sans prendre*.

XXVII. If the player, or his friend, shew their cards before they have won six tricks, the adversaries may call their cards as they please, specifying each card.

XXVIII. Whoever has asked leave, cannot play *sans prendre*, unless he is forced.

XXIX. You are at liberty to look at the tricks when you are to lead, but not otherwise.

XXX. Whoever undertakes playing for the *vole*, and does not succeed, has a right to the stakes *sans prendre*, and matadores if he has them, having won his game.

XXXI. Forced spadille cannot play for the *vole*.

XXXII. If any person discovers his game, he is not entitled to play the *vole*.

XXXIII. If there happen to be two cards of the same sort, and found out before the deal is ended, the deal is void, but not otherwise.

XXXIV. Nobody is to declare how many trumps are played out.

XXXV. He who plays and does not make three tricks, is to be basted alone, unless he plays forced spadille.

A Dictionary of Quadrille.

TO ASK LEAVE. Is to ask leave to play, by calling a king.

BASTO. Is the ace of clubs, which is always the third trump.

BASTE. Is a penalty, which consists in paying as many counters as there are down ; and is incurred either by renouncing, or by not winning, when you stand the game, which is called making the baste.

CHEVILLE. To be in cheville, is to be between the eldest hand and the dealer.

CODILL. Is when those who defend the pool. make more tricks than they who stand the game ; the former are said to win codill, and the latter to lose it.

CONSOLATION. Is a claim, which is always paid by those who lose to those who win, whether by codill or remise.

DEVOLE. Is when he who stands the game makes no trick.

DOUBLE. To play double, is to pay the game and the stake double, as well as the consolation, the *sans prendre*, the matadores, and devole.

FORCE. The ombre is said to be forced, when you play a strong trump to weaken him, if he over-trumps ; he is likewise said to be forced, when he asks leave, and one of the other players obliges him to play *sans prendre*, or pass, by offering to play *sans prendre*.

FRIEND. Is the player who has the king called.

IMPASSE. To make the impasse, is, when, being in cheville, you play the knave of a suit of which you have the king.

MANILLE. Is, in black, the deuce of spades or clubs ; and, if in red, the seven of hearts or diamonds, according to the suit in which you play, and is always the second trump at the game.

MARK. Means the fish put down by the dealer.

MATADORES, or MATS. Mean spadille, manille, and basso, which are the three first trumps. False matadores are any sequence of trumps, following the matadores regularly.

MILLE. A mark of ivory ; stands for ten fish.

OMBRE. Is the name given to him who stands the game, either by calling or playing *sans appeller*, or *sans prendre*.

PARTY. Signifies the duration of the game, according to the number of tours agreed upon.

PASS. Is the term that is used when you have not a hand to play.

PONTO, or PUNTO. Is the ace of diamonds, when diamonds are trumps, or hearts, when they are trumps; and is then the fourth trump.

POOL. The pool consists of the fishes, which are staked for the deals, or the counters which are put down by the players, or the bastes that go on the game. To defend the pool, is to be against him who stands the game.

PRIZE. Is the number of fish or counters given to each player at the beginning of the party.

REGLE. Is the order that is observed at the game; it is called, being in regle, when the ombre trumps the return of the king called.

REMISE. Is when they who stand the game do not make more tricks than they who defend the pool; and they then lose by remise.

RENOUNCE. Is not to play in the suit led, when you have of it: it is also called a renounce, when, not having any of the suit led, you win with a card that is the only one you have of that suit in which you play.

REPRISE. The same as party.

REPORTE. The same as remise.

ROY RENDU. The king surrendered; is the method of playing, when the king called being given up to the ombre, he is with that to win the game alone.

SPADILLE. Is the ace of spades, which is always the first trump. *Forced Spadille* is when he who has it is obliged to play; all the others players having passed.

SANS APPELLER. That is, without calling ; and is, when you play without calling a king.

SANS PRENDRE. This term signifies the same as *sans appeller*. *Forced Sans Prendre* is, when, having asked leave, one of the players offers to play *sans prendre* ; in which case you are obliged to play *sans prendre*, or to pass.

TENACE. To be in tenace, is to wait with two trumps, that you must necessarily make when he that has two others is obliged to lead ; such are the two black aces, with regard to manille and punto.

TOURS. Are counters put down by the winners, to mark the number of games played.

Additions to the Game of Quadrille.

IN order to vary this game, some introduce the mediateur, either with or without the favourite suit ; the first term signifies a king, which any person may demand, in order to play *sans prendre*, giving in return some other card, and a fish ; but if the king is of the favourite suit, then two fish are to be paid. The favourite suit is determined by drawing a card at the commencement of the party ; and during the whole game, each player, asking leave in that, has a preference before others who have a good hand in a different suit, unless a mediateur is demanded, then it takes the lead ; and if in the favourite suit first ; those who play alone, without the mediateur, precede even that, and, when in the favourite, take place of all.

Solitaire quadrille is where it is agreed not to call, but always play *sans prendre*, with or without the mediateur ; and if in any deal no one can play alone, then the cards are to be dealt again, and such additions made to the stake as may have been settled.

Solitaire quadrille by three, or tredille, is by throwing out all (except the king) of one, and only the six of the

other red suit; each person playing on their own account, as at three-handed whist.

THE GAME OF PIQUET.

PIQUET is played by two persons, with thirty-two cards; which are, the ace, king, queen, knave, ten, nine, eight, and seven of each suit. The ace is the superior, and is equal to eleven points; the king is above the queen, and the queen above the knave, &c. These three cards are each equal to ten points; the ten, ten; the nine, nine; and so of the rest, each card counting for as many points as it hath pips.

To begin the game, you must take the pack of cards, and shuffle them; then the two players are to cut, and to shew the bottom of their cut, the lowest of which deals, as there is a great advantage in being elder hand.

The dealer then shuffles the cards, and presents them to his adversary, who may also shuffle them if he pleases, but the dealer must have the last shuffle, and then give them to be cut by his adversary; but if he should scatter them, or cut but one off, or leave but one at the bottom, the dealer may mix them and shuffle them again; this done, the dealer is to give twelve a-piece, by two at a time, and the eight cards which remain must be placed upon the table, and are called the talon.

In this game there are three chances, viz. the repique, the pique, and the capot.

I. The repique is, when one of the players counts thirty points in his hand, before his adversary has or can count one; when in the room of saying thirty they call it ninety, and proceed in the same manner, above as many points as he could count above thirty.

II. The pique is, when the elder hand has counted thirty in hand or play before the adversary hath counted one; in which case, instead of thirty, it is called sixty, and so on as many points as you can count above.

III. The capot is, when either of the players make every trick, for which he is to count forty; instead of which he counts but ten, when he only gets the majority of the tricks, which is called *the cards*.

These three chances may all be made in one deal; as thus, suppose one of the players hath four tierce-majors, his point is good, and he is eldest hand: he begins by counting three for his point, twelve for his four tierce-majors, which make fifteen; fifteen and fourteen aces, fourteen kings and fourteen for queens, make one hundred and seventeen, thirteen in playing the cards, are one hundred and thirty, and forty for the capot, is one hundred and seventy: this stroke is very rare, nay, perhaps has never happened; but it is just if it ever doth.

To pique your adversary, you must be elder hand; for if you are youngest hand, your adversary counts one for the first card he plays, and then your having counted twenty-nine in hand, even if you then take the first trick, will not authorise you to count sixty, but only thirty.

The *Carte Blanche*, that is, when you have not one pictured card in your twelve dealt you, counts for ten, and takes place of every thing else; then follow the point, the huitiemes, the septiemes, the fixiemes, the quints, the quarts, the tierces, the four aces, kings, queens, knaves, or tens; the three aces, kings, queens, knaves, or tens follow next; then the points you gain in playing the cards; and the last is the ten for winning the cards, or the forty for the capot.

After sorting the cards, the first thing to be considered is, whether you have a *Carte Blanche*, that is, if you have not one pictured card; if so, you are to let your

adversary discard, and then when he is going to take in and before he has touched the cards, you are to lay your twelve cards on the table, counting them one after another; and your adversary is not to touch the cards he hath laid out or discarded.

The players having examined their hands, the elder hand takes the five cards which seem the least necessary for his advantage, and laying them aside, takes as many from the *talon* or heap that is left; and the youngest hand lays out three, and takes in the three last of the *talon*.

In discarding, the first intention in skilful players is, to gain the cards, and to have the point, which most commonly engages them to keep in that suit, of which they have the most cards, or that which is their strongest suit; for it is convenient to prefer, sometimes, forty-one in one suit to forty-four in another, in which a quint is not made; sometimes, even having a quint, it is more advantage to hold the forty-one, where if one card only is taken it may make it a quint-major, gain the point, or the cards, which could not have been done by holding the forty-four, at least without an extraordinary take-in.

You must also endeavour, in laying out, to get a quatorze, that is, four aces, kings, queens, knaves, or tens, each of which counts for fourteen, and is therefore called a quatorze; the fourteen aces hinder the counting fourteen kings, &c. and by that authority you may count a lesser quatorze, as of tens, although your adversary may have fourteen kings, &c. because the stronger annuls the weaker: and also, in the want of a lesser quatorze, you may count three aces, three kings, three queens, three knaves, or three tens. It is good to take three aces, and they are better than three kings; and he who has them may by virtue thereof count his three tens, although the adversary may have three kings; in

favour of a quatorze you count not only any lesser quatorze, but also all the threes which you have, except of nines, eights, and sevens.

The same is to be observed in regard to the huitiemes, septiemes, fixiemes, quints, quarts, and tierces, to which the player must have regard in his discarding, so that what he takes in may make them for him.

The *Point*, is the number of cards of the same suit which one holds in hand after having taken in, the pips of which must be counted; when you ask if it is good; observing the ace counts for eleven, the king, queen, and knave, ten each, and the rest according to the number of the pips.

The *Point* being selected, the eldest hand declares what it is, and asks if it is good: if his adversary has not so many, he answers, *it is good*; if he has just as many, he answers, *it is equal*; and if he has more, he answers, *it is not good*: he who has the best, counts as many for it as he has cards which compose it, and whoever has the point counts it first, whether he is eldest or youngest; but if the points are equal, neither can count: it is the same when the two players have equal tierces, quarts, quints, &c.

There are six kinds of tierces; one composed of an ace, a king, and a queen, called a tierce-major; a second of a king, a queen, and a knave, called a tierce from a king; a third of a queen, a knave, and a ten, called a tierce from a queen; a fourth of a knave, a ten, and a nine, called a tierce from a knave; a fifth of a ten, a nine, and an eight; and a sixth of a nine, an eight, and a seven, called a tierce minor.

You must observe that all the cards of a tierce, as well as of the quarts, quints, &c. must be of the same suit.

There are five kinds of quarts (pronounced carts;) the first, called a quart-major, is composed of an ace,

king, queen and knave; the second, a quart from a king, of king, queen, knave, and ten; the third, a quart from a queen, of queen, knave, ten, and nine; the fourth, a quart from a knave, of knave, ten, nine, and eight; and the fifth, a basse quart, or a quart-minor, of a ten, nine, eight, and seven.

There are four sorts of quints (pronounced kents;) the first, a quint-major, of ace, king, queen, knave, and ten; the second, a quint from a king, of king, queen, knave, ten and nine; the third, a quint from a queen, of a queen, knave, ten, nine, and eight; and the fourth, a quint-basse, of knave, ten, nine, eight, and seven.

There are three sorts of fixiemes; the first, a fixieme-major, of ace, king, queen, knave, ten, and nine; the second, a fixieme from a king, of king, queen, knave, ten, nine, and eight; and the third, a fixieme from a queen, of queen, knave, ten, nine, eight, and seven.

There are two kinds of septiemes; first, a septieme-major, of ace, king, queen, knave, ten, nine, and eight; and second, a septieme from a king, of king, queen, knave, ten, nine, eight, and seven.

There is but one sort of huitiemes, which is composed of ace, king, queen, knave, ten, nine, eight, and seven, that is, of all the cards of the same suit.

These sequences are what it is always proper each player should have regard to in laying out, it being much to his advantage to have them; for if a tierce is good, he who holds it counts three for it, four for a quart, fifteen for a quint, sixteen for a fixieme, seventeen for a septieme, and eighteen for a huitieme. If your point is good, you count as many points as the number of the cards it consists of; as, for example, if you have a quart-major, and it is also good for point, you count four for the point, and four for the quart, which makes eight and also the same for the quints, fixiemes, &c.

But if your point is good, and you have neither tierce nor quart, you only count as many for the point as it consists of cards.

All tierces, quarts, quints, &c. are sequences, and in favour of one of them being good, you reckon the lesser sequences, although your adversary may have better, and you count for them how small soever, your adversary's being entirely annulled by your superior sequence; but should the superior sequences be alike in both the players' hands, whoever should hold several other sequences, either of the same goodness or lesser, nevertheless cannot count one.

After each of the players has taken in the cards which belong to him from the talon or stock, he should sort his cards to see what he has to reckon, and put together the most cards that he hath of one suit to make his point, and then declare it: if the younger hath a better point, he must answer, *not good*; if he hath as good, he must answer, *equal*; and if he hath less, he must answer, *good*. After the elder hand hath counted the point, he should examine if he hath not any tierce, quart, quint, &c. and then see if he hath any quatorze, or three of aces, kings, &c. that he may reckon them, if his adversary doth not hinder him by having better.

The points, the tierces, quarts, quints, &c. are to be shewn on the table, that their value may be seen and reckoned; but you are not obliged to shew quatorzes, or three aces, kings, &c.

Four aces, four kings, four queens, four knaves, and four tens, are each called quatorze, and are reckoned for so many, viz. fourteen; three aces, three kings, three queens, three knaves, and three tens, each reckon for three.

After that each hath examined his game, and the eldest, by the questions he hath asked, seen every thing that is good in his hand, he begins to reckon. The

carte blanche is first reckoned, and if he hath it, is worth ten points; then the point is reckoned, then the sequences, and lastly the quatorzes, or threes of aces, kings, &c. after which he begins to play his cards, for each of which he counts one, except it is a nine or an inferior one.

After the elder hand hath led his first card, the younger shews his point, if it is good, also the sequences, quatorzes, or threes of aces, kings &c. or carte blanche if he has it; and having reckoned them all together, he takes the first trick if he can with the same suit, and counts one for it; if he cannot, the other turns the trick and continues; and when the younger hand can take the trick, he may lead which suit he pleases.

In regard to the manner of playing the cards, as it is custom and practice which teaches it in the most advantageous manner for the player, I shall only set down in general what can be shewn in writing.

It is certain that a good player is principally known from an indifferent one, by the manner of playing his cards, and it is not possible to play without knowing the strength of the game; that is to say, that by your own hand you should know what your adversary may hold, and what he must have discarded, and taking great notice what he hath shewn or reckoned.

The first intention of a player is, to get the cards; the second is, to make as many points as you can, and hinder your adversary from so doing: but the principal end is to gain the cards, for which you count ten.

I must acquaint those who have no knowledge of the game, that there are no trumps at piquet, but the highest card of the same suit takes the trick; for if, for example, one plays the king of spades, and the other has the ace, he takes the trick; whereas if one plays the seven of spades, and the other has no card of that suit, though he should throw down a card of superior value

of another suit, the trick will be for him that led the seven of spades.

If the elder hand has the misfortune to have neither point, sequence, quatorze, or threes which are good, he must begin to count by playing that card which he judges most proper, and continue to play until his adversary has played a superior, to lead in his turn.

This method of playing must be continued till all the twelve cards are played, and he who takes the last trick counts two.

Then each player counts how many tricks he has taken, and he who hath the most tricks reckons ten for having gained the cards; but if they are equal, neither side can count any for the cards.

As soon as each deal is finished, each player should set down with counters or other marks how many points he hath made, and so proceed until the game is finished; and after each deal the cards must be shuffled and cut for the next.

At piquet each takes his turn to deal, unless the game is finished in one deal.

When you begin another game, the cards must be cut afresh for the deal, unless it is agreed upon, when you first begin to play, that the deal shall go on; in that case they must deal alternately.

MR. HOYLE'S GAME OF PIQUET.

I. **YOU** are to play by the stages of your game; what is meant by them, is, that when you are backward in the game, or behind your adversary, you are to play a pushing game, otherwise you are to make twenty-seven points elder-hand, and thirteen points younger-hand; and you are always to compare your game with your adversary's, and discard accordingly.

II. You are to discard in expectation of winning the

cards, which is so essential a part of the game, that it generally makes twenty-two or twenty-three points difference; therefore you are not to discard for low quatorze, such as three queens, three knaves, or three tens; because in any of these cases the odds are three to one, elder hand, that you do not succeed, and seventeen to three, younger-hand: for let us suppose you should go for a quatorze of queens, knaves, or tens, and throw out an ace or a king, by so doing you run the risk of losing above twenty points, in expectation of winning fourteen points.

III. At the beginning of a party you are to play to make your game, which is twenty-seven points elder-hand, and thirteen points younger-hand: therefore suppose you are elder-hand, and that you have a tierce-major, and the seven of any suit, it is five to two, but that you take in one card out of any four certain cards; therefore suppose you should have three queens, three knaves, or three tens, you are in this case to discard one of them preferably to the seven of such a suit, because it is three to one that you do not take in any one certain card, elder-hand, to make you a quatorze, and consequently you discard the seven of such a suit to a great disadvantage.

IV. If your adversary is greatly before you in the game, the consideration of winning the cards must be put quite out of the question; therefore suppose you should have a quart to a queen, or a quart to a knave; in which case it is only about five to four, being elder-hand, but that you take in a card to make you a quint, and about three to one but that you take in a queen, a knave, or ten; and should you have three of either dealt you, it is good play to make a push for the game, particularly if it is so far advanced as to give you but little chance for it in another deal; and in this, and other cases, you may have recourse to the calculation ascertaining the odds.

V. To gain the point, generally makes ten points difference; therefore when you discard, you must endeavour to gain it, but not risk the losing of the cards by so doing.

VI. The saving of your lurch, or the lurching of your adversary, is so material, that you ought always to risk some points to accomplish either of them.

VII. If you have six tricks, with any winning card in your hand, never fail playing that card; because, at least, you play eleven points to one against yourself by so doing, unless in play you discover what cards your adversary has laid out.

VIII. If you are greatly advanced in the game, as suppose you are eighty to fifty, in that case it is your interest to let your adversary gain two points for you, one as often as you can, especially if the next deal you are to be elder-hand; but if on the contrary you are to be younger-hand, and are eighty-six to fifty or sixty, never regard the losing two or three points for the gaining of one, because that point brings you within your shew.

IX. The younger-hand is to play upon the defensive; therefore, in order to make his thirteen points, he is to carry tierces, quarts, and especially to strive for the point: but suppose him to have two tierces, from a king, queen, or knave, as it is twenty-nine to twenty-eight that he succeeds, he having in that case four certain cards to take in to make him a quart to either of them, and, perhaps, thereby save a pique, &c. he ought preferably to go for that which he has the most chance to succeed in: but if, instead of this method of play, he has three queens, knaves, or tens, and should attempt to carry any of them preferably to the others, the odds that he does not succeed being seventeen to three against him, he consequently discards to a great disadvantage.

X. The elder or younger hand is sometimes to sink one of his points, a tierce or three kings, queens, knaves, or tens, in hopes of winning the cards; but that is to be done with judgment, and without hesitating.

XI. It is often good play for a younger hand not to call three queens, knaves, &c. and to sink one card of his point, which his adversary may suppose to be a guard to a king or queen.

XII. The younger-hand having the cards equally dealt him, is not to take in any card, if thereby he runs the risk of losing them, unless he is very backward in the game, and has then a scheme for a great game.

XIII. If the younger-hand has a probability of saving or winning the cards by a deep discard; as, for example, suppose he should have the king, queen, and nine of a suit; or the king, knave, and nine of a suit; in this case he may discard either of those suits, with a moral certainty of not being attacked in them; and the odds that he does take in the ace of either of those suits being against him, it is not worth his while to discard otherwise in expectation of succeeding.

XIV. The younger hand having three aces dealt him, it is generally his best play to throw out the fourth suit.

XV. The younger-hand is generally to carry guard to his queen-suits, in order to make points, and to save the cards.

XVI. When the younger-hand observes that the elder-hand, by calling his point, has five cards, which will make five tricks in play, and may have the ace and queen of another suit, he should throw away the guard to that king, especially if he has put out one of that suit, which will give him an even chance of saving the cards.

XVII. If the elder-hand has a quart to a king dealt him, with three kings, and three queens, (including the

king to his quart) and that he is obliged to discard either one of his quart to the king, or to discard a king or queen;

Quere. Which is best for him to discard?

Ans. The chance for taking in the ace or nine to his quart to a king, being one out of two certain cards, is exactly equal to the taking either a king or a queen, having three of each dealt him; therefore he is to discard in such a manner as gives him the fairest probability of winning the cards.

The foregoing case may be a general direction to discard in all cases of the like nature, either for the elder or younger-hand.

XVIII. Suppose the elder-hand has taken in his five cards, and that he has the ace, king, and knave of a suit, having discarded two of that suit; he has also the ace, king, knave, and two small cards of another suit, but no winning cards in the other suits;

Quere. Which of these suits is he to play from, in order to have the fairest chance of winning or saving the cards?

Ans. He is always to play from the suit of which he has the fewest in number; because, if he finds his adversary guarded there, the probability is in his favour that he is unguarded in the other suit; and should he play from the suit of which he has the most in number, and finds his adversary's queen guarded, in that case he has no chance to save or win the cards.

XIX. If the elder-hand is sure to make the cards equal, by playing of them in any particular manner, and is advanced before his adversary in the game, he is not to risk the losing of them; but if his adversary is greatly before him, in that case it is his interest to risk the losing of the cards, in expectation of winning them.

Particular Rules and Cases.

I. SUPPOSE you are elder-hand, and that you have dealt you a quart-major, with the seven and eight of clubs, the king and ten of diamonds, the king and nine of hearts, with the ten and nine of spades;

Quere. Whether you are to leave a card, by carrying the quart-major and two more of the same suit for the point, with two other kings; or to throw out one card of your point?

Ans. If you throw out one card of your point, there is a possibility that you reckon only five points, and that your adversary may win the cards, by which event he gets eleven points, besides his three aces, &c. which gives you a bad chance for the game, but by leaving a card, and admitting that one card of consequence lies in the five cards which you are entitled to take in, it follows, that you have four chances to one against leaving that card, and consequently it is your interest to leave a card: the odds are also greatly in your favour, that you take in some one of the following cards in your four cards, viz. there are two to your points, three aces, and one king.

II. If you should happen to have the ace, king, and four small cards of any suit, with two other kings, and no great suits against you, the like method of the former case may be practised.

III. Suppose you should have the king, queen, and four of the smallest clubs, the king and queen of diamonds, the ace and knave of hearts, and the king and nine of spades;

Quere. How are you to discard, with a probability of making the most points?

Ans. You are to throw out the queen and four small clubs, and to carry three entire suits, with the king of clubs; for this reason, because the chance for your tak

ing in the fourth king is exactly the same as the chance of taking in the ace of clubs; in either of which cases it is three to one against you: but if you fail of taking in the fourth king, by discarding thus, you have a fair chance to win the cards, which will probably make twenty-two points difference. But should you discard with an expectation of taking in the ace of clubs, and should happen to fail, you being obliged to throw out some of your great cards, you would have a very distant chance of either saving or winning the cards.

IV. Suppose you should have the king and queen of clubs, a tierce-major in diamonds, queen and knave of hearts, and a quint from the knave of spades;

Quere. How are you to discard, with a probability of making the most points?

Ans. You are to throw out a quint to a knave in spades, in order to make the most points; because, let us admit that your quint is good for every thing after you have taken in, you in that case only score nineteen points if you carry it, and you probably give the cards up, and also the chance of the quatorze of queens, besides a great number of points in play; and consequently, by carrying the quint, you would discard to a great disadvantage.

V. Suppose you have the king, queen, seven, eight, and nine of clubs; the queen and knave of diamonds; the queen, ten, and nine of hearts, with the ace and nine of spades;

Quere. How are you to discard?

Ans. You are to discard the king, seven, eight, and nine of clubs, and the nine of spades; by which means you do not only go for three suits, but you have the same chance for taking in the fourth queen, as you would have to take in the ace of clubs: besides, the probability of winning the cards is greatly in your favour by this method of discarding.

VI. Suppose you have the queen, ten, nine, eight, and seven of clubs; the knave and ten of diamonds; the king, queen, and knave of hearts, with the ace and nine of spades;

Quere. How are you to discard?

Ans. You are to discard the five clubs; because it is three to one that you do not take in the knave of clubs; and the carrying three entire suits gives you a fairer chance to score more points.

VII. Suppose you have the ace, queen, and knave of clubs; the king, queen, and knave of diamonds; the queen and knave of hearts, with the ten, nine, eight, and seven of spades;

Quere. How are you to discard?

Ans. You are to discard the ace of clubs and the four spades, because it is only five to four but that you take in a queen or a knave; it is also about three to two that you take in an ace: you have also three cards to your tierce to a king to take in, *viz.* the ace and ten, or the ten and nine, to make you a quint; all which circumstances considered, you have a fair probability of making a great game: whereas, if you should leave a card, by throwing out the four spades only, you run the risk of leaving one of the following cards, *viz.* the king of clubs, the ace of diamonds, the ace, queen, or knave of spades; in any of which cases you would probably lose more points than by throwing out the ace of clubs; and if you should carry two suits, *viz.* three clubs, three diamonds, and the queen of hearts, you run the risk of putting out fourteen points; and it is only five to four against your taking in a queen or a knave, and therefore you would discard to a great disadvantage.

VIII. Suppose you have the king, queen, and ten of a suit, and that your adversary has the ace, knave, and one small card of that suit; and that you have only

those three cards left, and you are to make three points of them;

Quere. What card are you to play?

Ans. You are to play the ten.

IX. Suppose you have the ace, queen, ten, and nine of clubs, also the king, queen, ten, and nine of diamonds;

Quere. Which of these suits are you to carry, in order to have the fairest probability of scoring the greatest number of points?

Ans. You are to carry the king, queen, ten, and nine of diamonds, because the chance of taking in the ace of diamonds is exactly equal to that of taking in the king of clubs; and also the chance of taking in the knave of diamonds is equal to that of taking in the knave of clubs; by which manner of discarding you have a probability of scoring fifteen points for your quint in diamonds, instead of four points for the quart in clubs; and the chance for winning the cards is better, because by taking in the ace of diamonds you have seven tricks certain, which cannot happen by taking in the king of clubs.

X. Suppose you have four aces and two kings dealt you younger-hand, in order to capot the elder-hand, you are to make a deep discard, such as the queen, ten, and eight of a suit; by which means, if you happen not to take in any card to such suit, you may probably capot the adversary.

XI. Suppose elder-hand, that you have the ace, queen, seven, eight, and nine of clubs, also the ace, knave, seven, eight, and nine of diamonds;

Quere. Which suit are you to carry in order to make the most points?

Ans. You are to carry the ace, knave, seven, eight, and nine of diamonds, because the taking in the king of diamonds is equal to the taking in the king of clubs, and consequently as good for winning the cards: but

you have the chance of taking in the ten of diamonds to make you fifteen points, which event cannot happen by taking in any one certain card in clubs.

XII. Suppose elder-hand, that you have the ace, queen, seven, eight, and ten of clubs, also the ace, knave, seven, eight, and ten of diamonds;

Quere. Which suit is best to carry?

Ans. You are to carry the ace, knave, seven, eight, and ten of diamonds, because the chance of taking in the king of diamonds is equal to the chance of taking in the king of clubs, and consequently as good for winning the cards; but you have an additional chance of taking in the nine of diamonds to make your fifteen points, which event cannot happen by taking in one certain card in clubs.

XIII. Suppose you have the ace, queen, ten, and two more of a suit; also the ace, queen, and ten of another suit only. And let us suppose that your adversary has shewn six cards for his point; suppose the ace, queen, and four small ones, and suppose you are guarded in that suit; as soon as you have the lead, you are to play from the suit of which you have the fewest in number, because if he is guarded in that suit, he is probably unguarded in the other suit; but should you begin with the suit of which you have the most in number, if he happens to be guarded there, you have then no chance to win the cards; which may prove otherwise, if you begin with the suit of which you have the fewest in number. If he is guarded in both suits, you have no chance to win the cards.

Some Computations to Discard well any Hand.

I **T**HE chance of an elder-hand's taking in one certain card, is three to one against him.

II. That of his taking in two certain cards, is 18 to 1 against him.

III. I would know what are the odds that an elder-hand takes in four aces?

	Against him.	For him.
<i>Ans.</i> That he takes in 4 } aces, is ———	986 to	1
At least 3 of them, is about	33 to	1
2 of them	3 to	1
1 of them	2 to	5

IV. If an elder-hand has one ace dealt him, what are the odds that he takes in the other three?

	Against him.	For him.
<i>Ans.</i> That he takes in the } 3 aces ———	113 to	1
At least 2 of them, about	6 to	1
1 of them	1 to	3

V. If an elder-hand has two aces dealt him, what are the odds that he takes in the other two?

	Against him.	For him.
<i>Ans.</i> That he takes in the } other 2 aces, is	18 to	1
At least 1 of them, is near 5 } to 4 against him, or	21 to	17

VI. In case the elder-hand has two aces and two kings dealt him, what are the odds that he takes in either the two aces or two kings remaining?

	Against him.	For him.
<i>Ans.</i> It is about ———	17 to	2

VII. Elder-hand having neither ace nor king dealt him, what is his chance to take in both an ace and a king in 2, 3, 4, or 5 cards?

	Against him.	For him.
<i>Ans.</i> In 2 cards, is about	11 to	1
In 3 cards ———	4 to	1
In 4 cards ———	9 to	5
In 5 cards ———	33 to	31

5 F 5

VIII. What are the odds that a younger-hand takes in two certain cards?

Ans. Against him. For him.
62 to 1

What are the odds that a younger-hand takes in three certain cards?

Ans. Against him. For him.
1139 to 1

IX. The younger-hand having no ace dealt him, what chance has he for his taking one?

Ans. It is Against him. For him.
28 to 29

X. If the younger-hand has one ace dealt him, what are the odds of his taking in one or two of the three remaining aces?

Ans. That he takes in } Against him. For him.
two of them, is about } 21 to 1
At least one of them } 3 to 2

XI. What are the odds that the younger-hand takes in one certain card?

Ans. That he does not } Against him. For him.
take it in, is } 17 to 3

What are the odds of a carte-blanche?

Ans. Against him. For him.
1791 to 1

Explanation of the foregoing Calculations.

I. **A**S by the first calculation it is three to one, that, being elder-hand, you do not take in one certain card; you have, therefore, a better chance of advancing your game, by carrying two suits for points and the cards, than by aiming at quatorze of queens, knaves, or tens.

II. Second calculation; to take in two certain card elder-hand, is 18 to 1 against you.

Therefore suppose you have a quart-major, and two other aces dealt you, the odds that you do not take in the ten to your quart-major, and the other ace, is eighteen to one against you; but that you take in one of them, is only twenty-one to seventeen against you. And suppose you have three aces and three kings dealt you, the odds are eighteen to one against your taking in the other ace and the other king; yet it is not much above five to four but that you take in one of them. This example shews how you are to discard in cases of the like nature.

III. The odds in taking in four certain cards, as four aces, &c. being nine hundred and sixty-eight to one by the third calculation, is so great a chance of not succeeding, that it is scarce worth further notice.

But to take in three cards out of any four certain cards, elder-hand, is only thirty-three to one against you.

Example. Suppose you have two aces and two kings dealt you, the odds of taking in three of them out of four certain cards, such as two kings and one ace, or two aces and a king, are only thirty-three to one against you.

But suppose you should want to take in any two out of four certain cards, such as the queen of clubs, the ten of diamonds, the ace of spades, and knave of hearts, being elder-hand, it appears by the calculation to be three to one against you; and the odds are the same for any two out of four certain cards.

But if, being elder-hand, you only want one card out of four, the odds are five to two in your favour that you take it in. Therefore, if you have four tens, or any inferior quatorze dealt you, and no ace, it is great odds in your favour, that, being elder-hand, you take in one ace, and ought to play your game accordingly. But you must always consider the disadvantage either

of losing the cards, or running the risk of a capot, which you run the hazard of, by spoiling your hand with keeping four tens when they are not good.

IV. By the fourth calculation; if you have one ace dealt you, it is one hundred and thirteen to one that you do not take in three others; forty-nine to eight, or about six to one, that you do not take in two out of three; but that you take in one out of the three, is about three to two in your favour, or one hundred and thirty-seven to ninety-one.

As for example. You have a quart from a king, and two kings more dealt you; as it is three to two that you take in either ace or nine to your quart to the king, or the fourth king, as you have the chance of reckoning fourteen or fifteen points by this method of discarding, you ought to play accordingly. And this method shews you how to play any hand of the like sort.

But if you should discard with an expectation of taking in two cards out of three certain cards, the odds against such an event being above six to one, your game must indeed be very desperate if you attempt to discard to that purpose. The chance of taking in three certain cards, being one hundred and thirteen to one, is a very distant chance; yet even such does happen sometimes, but never ought to be ventured upon, but when a man has no other resource in the same.

V. The fifth calculation is, that if you have two aces dealt you, it is eighteen to one that you do not take in the two other aces; but only seventeen to twenty-one that you take in one of them. Let us illustrate the use of this by an example. Suppose you have a quart-major dealt you, and a quart to a king, and that you are greatly behind your adversary in the game, to take in the ten to your quart-major is three to one against you; but to take in the ace or nine to your quart to the king, is only about five to four against you.

Also by the same rule, suppose you have three kings and three queens dealt you, the odds of your taking in both a king and a queen, are eighteen to one against you; but that of your taking one of them, is only five to four against you.

All other cases of the like nature may be discarded by this method of calculation.

VI. As by the sixth calculation, it is seventeen to two that you do not take in two certain cards out of four, such as two kings, two queens, &c. you must not, therefore, confound this with the third calculation, where the odds are not above three to one that you take in two cards out of the four.

VII. Having neither an ace nor a king dealt you, what are the odds of your taking in both an ace and a king in two, in three, in four, or in five cards?

Ans. To take in an ace and a king;

			Against you.		For you.
In 2 cards is about	—		11	to	1
In 3 cards	—	—	4	to	1
In 4 cards	—	—	9	to	5
In 5 cards	—	—	33	to	31

You may observe, by the foregoing calculation, what are the odds of taking in two, three, four, or five cards out of any eight certain cards, and consequently discard to the greatest advantage.

The foregoing calculation is either for the elder or younger-hand.

EXAMPLE. Let us suppose the younger-hand to have two quatorzes against him, he may observe, that it is not above four to one but that he takes in one of each of them. The like rule may serve for any other eight certain cards.

VIII. As by the eighth calculation it is sixty-two to one, that the younger-hand does not take in two certain cards, which event happening, he ought not therefore

to run the hazard of so great a chance, but when his game is desperate, and does not promise him another deal.

IX. By the ninth calculation, as it is twenty-nine to twenty-eight that the younger-hand takes in one ace, having none dealt him; the calculation is the same for any card out of four certain cards.

Suppose you have two quarts dealt you from the king or queen of any suit, it is the same odds of twenty-nine to twenty-eight, but that you take in a card to make one of them a quint, and therefore you are to discard accordingly.

As also, that you take in either ace, king, queen, or knave of any one suit, when a pique or repique is against you.

X. The tenth calculation is, that if the younger-hand has one ace dealt him, it is twenty-one to one that he does not take in two aces, and about three to two that he does not take in one of them; which calculation holds good in the taking in any three other certain cards. Therefore, for example, let us suppose, that as it is but three to two against the younger-hand's taking in one card out of three to save a pique, or a repique, it would generally be reckoned good play, either to throw one from his point, or discard a king, &c. for the chance of such an event.

XI. By the eleventh calculation it is seventeen to three, younger-hand, against your taking in any one certain card; therefore the odds of not succeeding in this case are so greatly against you, that it ought not to be attempted, especially if the winning or saving the cards is risked by so doing, except in desperate cases.

Curious and Instructive Cases.

I. **SUPPOSE** you are a younger-hand, and that you have the queen, knave, seven, eight, and nine of

clubs; also the seven and eight of diamonds, the seven of hearts, and the ten, nine, eight, and seven of spades; and that the elder-hand has left a card;

Quere. How are you to discard, to put it in the power of the cards to repique the elder-hand?

Ans. You are to carry the five clubs and the four spades, and to leave a card; and by taking in the ace, king, and ten of clubs, you repique your adversary.

II. Suppose you have eight clubs, the ace and king of diamonds, the ace of hearts, and the ace of spades;

Quere. Whether you repique the younger-hand or not?

Ans. The younger-hand may have a carte-blanche, by having three quarts from a ten, which reckons first, and therefore is not repiqued.

III. What is the highest number to be made of a pique?

Ans. Eighty-two points.

What are the cards which compose that number?

Ans. A quart-major in clubs, a quart-major in diamonds, ace, king, and ten of hearts, with the ace of spades.

This is only upon supposition that the quart-major is good for every thing.

IV. What is the highest number to be made of a repique and capot?

Ans. A hundred and seventy points.

What are the cards which compose that number?

Ans. The four tierce-majors, which are supposed to be good for every thing.

V. Suppose you are elder-hand, and that you want eight points of the game, and that the younger-hand wants twenty-three points; and suppose you have dealt you the ace, king, and queen of clubs; the ace, king, and ten of diamonds; the ace, knave, and nine of hearts; the knave, nine, and seven of spades:

Quere. How are you to discard, to prevent any possibility of the younger-hand's making twenty-three points, and he is not to reckon carte-blanche?

Ans. You are to discard the king and queen of clubs, and knave, nine, and seven of spades, by which method of discarding you are certain to make eight points before the younger-hand can make twenty-three points.

VI. Suppose you have the ace, queen, and knave of clubs, with the king and ten of diamonds; and suppose your adversary has the ace, queen, and knave of diamonds, and the king and ten of clubs, your adversary being to lead, is to make five points, or to lose the game:

Quere. How shall you play to prevent him from making of five points?

Ans. When he plays his ace of clubs, you are to play your king of clubs; by which means he can only make four points.

VII. A and B play a party at piquet.

They are one game each of the party.

A has it in his power to win the second game; but then he is younger-hand at the beginning of the next game.

A has it also in his power to reckon only ninety-nine points of the second game, and B is to be seventy:

Quere. Whether it is A's interest to win the second game, or not?

Ans. It is A's interest to win the second game, in the proportion of fourteen to thirteen in his favour.

Some Computations for laying Wagers.

I. IT is five to four that the elder-hand wins the game.

II. It is about two to one that the elder-hand does not lurch the younger-hand.

III. It is near four to one that the younger-hand does not lurch the elder-hand.

Suppose A and B make a Party at Piquet.

I. A has the hand: what are the odds that A wins the party?

Ans. About twenty-three to twenty.

II. If A has one game, and B one game, he who is eldest-hand has above five to four to win the party.

III. If A has two games love before they cut for the deal, the odds are above four to one that he wins the party.

IV. If A has two games love, and A has the hand, the odds are about five to one that he wins the party.

V. If B has the hand when A is two love, the odds in favour of A are about three and a half to one.

VI. If A has two games, and B one, before they cut, the odds in favour of A are above two to one.

VII. If A has the hand, and two games to one, the odds are about eleven to four.

VIII. If B has the hand, when A has two games to one, the odds in favour of A are about nine to five.

IX. If A is one game love, and elder-hand, the odds in favour of A are about seventeen to seven.

X. If A has one game love, and younger-hand, the odds in favour of A are about two to one.

LAWS OF THE GAME OF PIQUET.

I. **T**HE elder-hand is obliged to lay out one card.

II. If the elder-hand takes in one of the three cards which belong to the younger-hand, he loses the game.

III. If the elder-hand, in taking his five cards, should happen to turn up a card belonging to the younger-hand, he is to reckon nothing that deal.

IV. If the elder or younger-hand plays with thirteen cards, he counts nothing.

V. If the elder-hand has thirteen cards dealt him, it is in his option whether he will stand the deal or not; and if he chuses to stand the deal, he is to discover it, and to discard five cards, and to take in four only.

VI. If the elder or younger-hand reckons what they have not, they count nothing.

VII. If the elder-hand touches the stock after he has discarded, he cannot alter his discard.

VIII. If a card is faced, and it happens to be discovered, either in the dealing or in the stock, there must be a new deal, unless it be the bottom card.

IX. If the dealer turns up a card in dealing, belonging to the elder-hand, it is in the option of the elder-hand to have a new deal.

X. If the younger-hand takes in five cards, it is the loss of the game, unless the elder-hand has left two cards.

XI. If the elder-hand calls forty-one for his point, which happens to be a quart-major, and it is allowed to be good, and only reckons four for it, and plays away, in this case he is not entitled to count more.

XII. If the elder-hand shews a point, or a quart, or tierce, and asks if they are good, and afterwards forgets to reckon any of them, it bars the younger-hand from reckoning any of equal value.

XIII. Carte-blanche counts first, and consequently saves piques and repiques. It also piques and repiques the adversary, in the same manner, as if those points were reckoned in any other way.

XIV. Carte-blanche reckons before any thing else, but need not be shewn till the adversary has first discarded; only, if you are elder-hand, you must bid the younger-hand to discard for carte-blanche; which after he has done, you shew your blanche by counting your cards down one after another.

XV. You are to cut two cards at the least.

XVI. If you call a point, and do not shew it, you reckon nothing for it; and the younger-hand may shew and reckon his point.

XVII. If you play with eleven cards, or fewer, no penalty attends it.

XVIII. If the elder-hand leaves a card, and after he has taken in, he happens to put to his discard the four cards taken in, they must remain with his discard, and he only play with eight cards, viz. those added to his discard.

XIX. If the younger-hand leaves a card or cards, and mixes it with his discard before he has shewn it to the elder-hand, who is first to tell him what he will play, the elder-hand is entitled to see his whole discard.

XX. If the younger-hand leaves a card or cards, and does not see them, nor mixes them to his discard, the elder-hand has no right to see them; but then they must remain separate whilst the cards are playing, and the younger-hand cannot look at them neither all that while.

XXI. If the younger-hand leaves a card or cards, and looks at them, the elder-hand is entitled to see them, first declaring what suit he will lead.

XXII. If the dealer deals a card too many, or too few, it is in the option of the elder-hand to have a new deal; but if he stands the deal, he must leave three cards for the younger-hand.

XXIII. You are, in the first place, to call your point; and if you have two points, if you design to reckon the highest, you are to call that first, and are to abide by your first call.

XXIV. You are to call your tierces, quarts, quints, &c. next; and to call the highest of them, in case you design to reckon them.

XXV. You are to call a quatorze preferably to three aces, &c. if you design to reckon them.

XXVI. If you call a tierce, having a quart in your hand, you must abide by your first call.

THE GAME OF CHESS.

THE chess-board, like the draught-table, contains sixty-four squares. The king and his officers, being eight pieces, are placed upon the first line of the board, the white corner of it being towards the right-hand of each player.

The white king must be upon the fourth a black square, at one end of the board, reckoning from the right: the black king upon the fifth a white square, at the other end of the board; opposite to each other.

The white queen must be upon the fifth a white square, on the left of her king. The black queen upon the fourth a black square, on the right of her king.

The bishops must be placed on each side of the king and queen.

The knights must stand on each side of the bishops.

The rooks, in the two corners of the board, next to the knights.

The eight pawns, to be placed upon the eight squares of the second line.

The pieces, and pawns, on the side of the king, take their names from him, as those on the side of the queen do from her, and are called the pawns of the bishop of the king, or of the bishop of the queen, &c.

The squares are named from the pieces, viz: where the king stands, is called the square of the king; where his pawn stands, is called the second square of the king; that before the pawn is called the third square of the king; that beyond it is called the fourth square of the king; and so of all the rest.

The king moves every way, but only one square at a time.

The kings must always be one square distant from each other.

The king may leap once in the game, either on his own side, or on the side of his queen, (viz. the rook is moved into the next square to the king; and the king moves to the square on the other side of him, which is also called castling;) provided nevertheless no piece is between him and the rook; nor after this rook hath been moved; nor after the king hath been moved; nor when the king is in check; nor when the square over which he means to leap is viewed by an adverse man, who would check him in his passage.

The queen hath the move of the rook, and the bishop. She moves in a straight line, and also angularly.

The bishops move only angularly, backward or forward, in the same colour as at first placed.

The knights move obliquely, backward or forward, upon every third square, including that which they stood on, from black to white, and from white to black, over the heads of the men.

The rooks move in a right line, through the whole file, and back again.

A pawn moves one square at a time, in a straight line forward, and takes the enemy angularly. He may be moved two squares the first move, but never moves backwards. N. B. The king's bishop's pawn is reckoned the best.

If the square over which your pawn leaps is viewed by a contrary man, that man may take the pawn in his passage, and then he must place himself in the square over which the pawn leaps.

When a pawn gets at the head of the board upon the first line of the adversary, he may be changed for any one of the pieces lost in the course of the game.

The men take the adversary's men who stand in their way, provided the road lies open to them; or they may refuse it if they think proper.

You must set down your man in the same square in which you take the contrary man.

The men can move the whole length or breadth of the board, or from one angle to the other, except the king, knights, and pawns.

When the adversary king is in a situation to be taken by you, you must say *check* to him; by which you give him warning to defend himself, either by changing his place, or by covering himself with one of his own men, or by taking the man who assaults him: if he can do none of these things, he is *check-mated*, and loses the game.

The king cannot change his square, if he by so doing goes into check.

When the king has no man whom he can play, and is not in check, yet is so blocked up, that he cannot move without going into check, this position is called a *stale-mate*. In this case the king, who is stale-mated, wins the game.

MR. HOYLE'S RULES FOR CHESS.

I. **YOU** ought to move your pawns before you stir your pieces, and afterwards to bring out your pieces to support them; therefore the kings, queens, and bishops pawns should be the first played, in order to open your game well.

II. You are not, therefore, to play out any of your pieces early in the game, because you thereby lose moves, in case your adversary has it in his power, by playing a pawn upon them, to make them retire, and also opens his game at the same time; especially avoid playing your queen out, till your game is tolerably well opened.

III. Avoid giving useless checks, and never give any unless you thereby gain some advantage, because you may lose the move if he can either take or drive your piece away.

IV. Never crowd your game by having too many pieces together, for fear of choking up your passage, so as to hinder your advancing or retreating your men as occasion may require.

V. If your game happens to be crowded, endeavour to free it by making exchanges of pieces or pawns, and castle your king as soon as you conveniently can.

VI. Endeavour to crowd the adversary's game, which is to be done thus: when he plays out his pieces before he does his pawn, you are to attack them as soon as you can with your pawns, by which you may make him lose moves, and consequently crowd him.

VII. Never attack the adversary's king without a sufficient force; and if he attacks your king, and you have it not in your power to attack his, you are to offer exchanges with him; and if he retires, when you present a piece to exchange, he may lose a move, and consequently you gain an advantage.

VIII. Play your men in so good guard of one another, that if any man you advance be taken, the adverse piece may also be taken by that which guarded yours, and, for this purpose, be sure to have as many guards to your piece, as you see your adversary advances pieces upon it; and if you can, let them be of less value than those he assails with. If you find that you cannot well support your piece, see if by attacking one of his that is better, or as good, you cannot thereby save yours.

IX. Never make an attack but when well prepared for it, nor give useless checks, for thereby you open your adversary's game, and make him ready prepared

to pour in a strong attack upon you, as soon as your weak one is over.

X. Never play any man till you have examined whether you are free from danger by your adversary's last move; nor offer to attack till you have considered what harm he would be able to do you by his next moves, in consequence of yours, that you may prevent his designs, if hurtful, before it be too late.

XI. When your attack is in a prosperous way, never be diverted from pursuing your scheme (if possible) on to giving him mate, by taking any piece, or other advantage, your adversary may purposely throw in your way, with the intent that by your taking that bait he might gain a move that would make your design miscarry.

XII. When you are pursuing a well-laid attack, but find it necessary to force your way through your adversary's defence, with the loss of some pieces; if, upon counting as many moves forward as you can, you find a prospect of success, rush on boldly, and sacrifice a piece or two to gain your end: these bold attempts make the finest games.

XIII. Never let your queen stand so before your king, as that your adversary, by bringing a rook or a bishop, might check your king if she were not there, for you might hardly chance to save her.

XIV. Let not your adversary's knight (especially if duly guarded) come to check your king and queen, or your king and rook, or your queen and rook, or your two rooks, at the same time; for in the two first cases, the king being forced to go out of check, the queen or the rook must be lost; and in the two last cases, a rook must be lost, at best, for a worse piece.

XV. Take care that no guarded pawn of your adversary's fork two of your pieces.

XVI. When the kings have castled on different sides of the board, the adversary must advance upon the other king the pawns he has on that side of the board, taking care to bring his pieces, especially his queen and rooks, to support them; and the king that has castled, is not to stir his three pawns till forced to it.

XVII. In playing the game, endeavour to have a move as it were in ambuscade; what is meant by it is, to place the queen, bishop, or rook behind a pawn, or a piece, in such a manner, as that upon playing that pawn, or piece, you discover a check upon your adversary's king, and consequently may often get a piece, or some other advantage by it.

XVIII. Never guard an inferior piece with a better, if you can do it with a pawn, because that better piece may in that case be, as it were, out of play; for the same reason, you ought not to guard a pawn with a piece, if you have it in your power to guard it with a pawn.

XIX. A pawn passed, and well supported, often costs the adversary a piece. And if you play to win the game only, whenever you have gained a pawn, or any other advantage, and are not in danger of losing the move thereby, make as frequent exchanges of pieces as you can.

XX. If you have three pawns each upon the board, and no piece, and you have one of your pawns on one side of the board, and the other two on the other side, and your adversary's three pawns are opposite to your two, march with your king, as soon as you can, to take his pawns; and if he goes with his king to support them, go on to queen with your single pawns; and if he goes to hinder it, take his pawns, and push the others to queen; that is to move a pawn into the adversary's back row, in order to make a queen, when the original is lost.

XXI. At the latter end of a game, each party having only three or four pawns on different sides of the board, the kings are to endeavour to gain the move, in order to win the game. For example: if you bring your king opposite to your adversary's king, with only one house between you, you will have gained the move.

XXII. When your adversary has his king and one pawn on the board, and you have your king only, you will never lose that game, if you can bring your king to be opposite to your adversary's, when he is immediately either before or on one side of his pawn, and there is only one house between the kings.

XXIII. When your adversary has a bishop and one pawn on the rook's line, and his bishop is not of the colour that commands the corner-house his pawn is going to, and you have only your king, if you can get into that corner, you cannot lose that game, but may win it by a stale.

XXIV. When you have greatly the disadvantage of the game, having only your queen left in play, and your king happens to be in the position of stale-mate, keep giving check to your adversary's king, always taking care not to check him where he can interpose any of his pieces that make the stale; so doing, you will at last force him to take your queen, and then you win the game by being in a stale-mate.

XXV. Never cover a check with a piece that a pawn pushed upon it may take, for fear of only getting that pawn for it.

XXVI. Always take care that your adversary's king has a move, for fear of giving a stale-mate; therefore do not crowd him up with your pieces, lest you inadvertently give one.

Explanations and Applications of some of the foregoing Rules and Observations.

I. **WHETHER** you play the open, or the close game, be sure bring out all your pieces into play before you begin to attack; for if you do not, and your adversary does, you will always attack, or be attacked, at a great disadvantage; this is so essential, that you had better forego an advantage than deviate from it; and no person can ever play well at this game, that does not put this rule strictly in practice: and do not let any body imagine, that these preparatory moves are useless, because he does not receive an immediate advantage from them; they are just as necessary, as it is in Whist to deal thirteen cards round before you begin to play. In order to bring out your pieces properly, I would advise to push on your pawns first, and support them with your pieces, and you will receive this advantage from it, that your game will not be crowded: I mean by this, that all your pieces will be at liberty to play and assist each other, and so co-operate towards obtaining your end: and this farther is to be observed, that, either in your attack or defence, you bring them out so as not to be drove back again.

II. When you have brought out all your pieces, as I have premised, which you will have done very well, especially, if you have your choice on which side to file (which I would always advise to do) I would then pause a while, and consider thoroughly my own and my adversary's game, and from his situation, and observing where he is weakest, I would not only take my resolution where to castle, but likewise where to begin an attack; and it stands to reason you cannot do it in a better place than where you are strongest, and your enemy weakest. By this method, it is very probable that you will be able to break through your adversary's

game, in which fray some pieces must of course be exchanged. But now pause again and survey both games attentively, and do not let your impetuosity hurry you on too far with this first success; and my advice to you now in this critical juncture (especially if you still find your adversary pretty strong) is to rally your men again, and put them in good order for a second or third attack, if needful, still keeping your men close and connected together, so as to be of use to each other: for want of this method, and a little coolness, I have often seen an almost sure victory snatched out of a player's hands, and a total overthrow ensue. But if, after all, you cannot penetrate so far as to win the game, nevertheless, by observing these directions, you may still be very sure of having a well-disposed game.

III. And now that I am come to the last period of the game, which abounds also with difficulties and niceties, it must be observed, where your pawns are strongest, best connected together, and nearest to queen, you must likewise mind how your adversary's pawns are disposed, and in what degree of preferment they are, and compare these things together; and if you find you can get to queen before him, you must proceed without hesitation: if not, you must hurry on with your king to prevent him: I speak now, as supposing all the noblemen are gone; if not, they are to attend your pawns, and likewise to prevent your adversary from going to queen.

Some other general Rules.

I. **D**ON'T be too much afraid of losing a rook for an inferior piece; although a rook is better than any other, except the queen, yet it seldom comes into play, so as to operate, until the end of the game; and therefore it happens very often, that it is better to have a less good piece in play than a better out.

II. When you have moved a piece, so that your adversary drives you away with a pawn, take it for granted (generally speaking) that it is a bad move, your enemy gaining that double advantage over you of advancing himself, and making you retire; I think this deserves attention; for although the first move may not be much, between equal and good players, yet the loss of one or two more, after the first, makes the game almost irretrievable. Also, if you defend and can recover the move, or the attack (for they both go together) you are in a fair way of winning.

III. If you make such a move as that, having liberty to play again, you can make nothing of it, take it for granted, it is an exceeding bad one; for at this nice game no move can be indifferent.

IV. If your game is such, that you have scarce any thing to play, it is your own fault, either for having brought out your pieces wrong, or, which is worse, not at all; for if you have brought them out right, you must have variety enough to play.

V. Don't be too much afraid of doubling a pawn; three pawns together are strong, but four, that make, a square, with the help of other pieces, well managed, make an invincible strength, and probably, in time of need, may produce you a queen: on the other side, two pawns, with an interval between, are no better than one; and if, imprudently, you should have three over each other in a line, your game cannot be in a worse situation: examine this on the table, and the truth of it will strike you. Your business therefore is, to keep your pawns close cemented and connected together; and it must be great strength on the other side that can overpower them.

VI. When a piece is so attacked as that you cannot save it, give it up, and bestow your thoughts how to annoy your enemy in another place, whilst he is taking

it; for it very often happens, that whilst your adversary is running madly after a piece, you either get a pawn or two, or such a situation as ends in his destruction.

VII. Supposing your queen and another piece are attacked at the same time, and that by removing your queen, you must lose your piece: in this case, if you can get two pieces in exchange for your queen, I would advise you rather to do it than retire; for observe, it is the difference of three pieces, which is more than the worth of a queen; besides that you keep your game entire, and preserve your situation, which very often is better than a piece; nay, rather than retire, I would give my queen for a piece, and a pawn or two, nay, almost for what I can get; for do but observe, amongst good players, this one thing (to convince you this advice is not bad) that when the attack and defence is thoroughly formed, and every thing prepared for the storm, if he that plays first is obliged by the act of the person that defends to retire, it generally ends in the loss of the game of the attacked side.

VIII. Do not aim at changing without reason; it is so far from being right, that a good player will take this advantage of it, that he will spoil your situation, and mend his own: but in these following cases it is quite right; when you are strongest, especially by a piece, then every time you change, your advantage increases; this is so plain, it needs no argument. Again, when you have played a piece, and your adversary opposes one to you, change directly, for it is plain he wants to remove you; prevent him, therefore, and do not lose the move.

IX. Every now and then I would have you cast up your game, and make the balance, then take your measures accordingly.

X. At the latter end of the game especially, remember your king is a capital piece, and do not let him be

idle; it is by his means, generally, you get the move and the victory.

XI. Observe this also, that as the queen, rook, and bishop, operate at a distance, it is not always necessary in your attack to have them near your adversary's king; they do better at a distance, cannot be drove away, and prevent a stale-mate.

XII. When you have a piece that you can take, and that cannot escape you, do not be in a hurry; see where you can make a good move elsewhere, and take it at your leisure.

XIII. It is not always right to take your adversary's pawn with your king, for very often it happens to be a safeguard and protection to your king.

XIV. When you can take a man with different pieces, do not do it with the first that occurs, but consider thoroughly with which you had best take it.

THE LAWS OF CHESS.

I. IF you touch your man you must play it, and if you quit it you cannot recall it.

II. If by mistake, or otherwise, you play a false move, and your adversary takes no notice of it till he hath played his next move, neither of you can recall it.

III. If you misplace your men, and play two moves, it lieth in your adversary's power, or choice, whether he will permit you to begin the game or not.

IV. If the adversary playeth or discovereth a check to your king, and gives no notice of it, you may let him stand so till notice is given.

V. After your king has moved, you cannot castle.

SELECT GAMES AT CHESS.

GAME THE FIRST,

Beginning with White. Illustrated by observations on the most material Moves; and two Back Games; one commencing at the 12th, and the second at the 37th Move.

1. *White* THE king's pawn two steps.
Black. The same.
2. *W.* The king's bishop at his queen's bishop's 4th square.
B. The same.
3. *W.* The queen's bishop's pawn one move.
B. The king's knight at his bishop's 3d square.
4. *W.* The queen's pawn two moves (*a*).
B. The pawn takes it.
5. *W.* The pawn retakes the pawn (*b*).
B. The king's bishop at his queen's knight's 3d square (*c*).
6. *W.* The queen's knight at his bishop's 3d square.
B. The king castles.

(*a*) This pawn is played two moves for important reasons; 1st, to prevent the adversary's king's bishop from playing upon your king's bishop's pawn; 2nd, to put the strength of your pawns in the middle of the exchequer; of great consequence to attain the making of a queen.

(*b*) When the game is in this situation, (*viz.*) one of your pawns at your king's, and another at your queen's 4th square, push neither of them before your adversary proposes to change one for the other: in that case advance the attacked pawn. Pawns, when sustained in a front line, obstruct very much the adversary's piece from entering in your game, or taking an advantageous post.

(*c*) If instead of withdrawing his bishop, he gives check with it, you are to cover the check with your bishop, in order to retake his bishop with your knight, in case he takes yours; your knight will then defend your king's pawn, otherwise unguarded. But perhaps he may not take your bishop, because a good player strives to keep his king's bishop as long as possible.

7. *W.* The king's knight at his king's 2d square (*d*).
- B.* The queen's bishop's pawn one move.
8. *W.* The king's bishop at his queen's 3d square (*e*).
- B.* The queen's pawn two moves.
9. *W.* The king's pawn one move.
- B.* The king's knight at his king's square.
10. *W.* The queen's bishop at his king's 3d square.
- B.* The king's bishop's pawn one move (*f*).
11. *W.* The queen at her second square (*g*).
- B.* The king's bishop's pawn takes the pawn (*h*).
12. *W.* The queen's pawn retakes it.
- B.* The queen's bishop at his king's 3d square (*i*).

(*d*) You should not play your knights at your bishop's 3d square before the bishop's pawn has moved two steps, because the knight hinders the motion of the pawn.

(*e*) Your bishop retires to avoid being attacked by the black queen's pawn, which would force you to take that pawn with yours; and very much diminish the strength of your game, spoiling entirely the project already mentioned, in the 1st and 2d observation.

(*f*) He playeth this to give an opening to his king's rook; which cannot be prevented, whether you take his pawn or not.

(*g*) If you should take the pawn, instead of playing your queen, you would commit a great fault, because your royal pawn would then lose its line; whereas if the adversary takes your king's pawn, that of your queen supplies the place, and you may sustain it with that of your king's bishop's; these two pawns will undoubtedly win the game, because they can now no more be separated without the loss of a piece, or one of them will make a queen, as will be seen by the sequel. Moreover, it is of no little consequence to play your queen in that place, for two reasons; to support and defend your king's bishop's pawn; and to sustain your queen's bishop, which, being taken, would oblige you to retake his bishop with the above-mentioned last pawn; and thus your best pawns would have been totally divided, and the game indubitably lost.

(*h*) He takes the pawn to pursue his project, which is to give an opening to his king's rook.

(*i*) He playeth this bishop to protect his queen's pawn, with a view afterwards to push that of his queen's bishop's.

N. B. He might have taken your bishop without prejudice, but he chuses rather to let you take his, in order to get an opening for his queen's rook, tho' his knight's pawn is doubled by it; you are

13. *W.* The king's knight at his king's bishop's 4th square (*k*).
B. The queen at her king's 2d square.
14. *W.* The queen's bishop takes the black bishop (*l*).
B. The pawn takes the white queen's bishop.
15. *W.* The king castles with his rook (*m*).
B. The queen's knight at his queen's second square.
16. *W.* The knight takes the black bishop.
B. The queen takes the knight.
17. *W.* The king's bishop's pawn two steps.
B. The king's knight at his queen's bishop's 2d square.
18. *W.* The queen's rook at its king's place.
B. The king's knight's pawn one move (*n*).
19. *W.* The king's rook's pawn one move (*o*).
B. The queen's pawn one move.

again to observe, that a double pawn is no way disadvantageous when surrounded by three or four others. However, this is the subject of a Back-game, beginning from this 12th move; the black bishop there taking your bishop, shews, that, playing well on both sides, it will make no alteration in the case. The king's pawn, together with the queen's, or the king's bishop's pawn, well played, and well sustained, will certainly win the game.

(*k*) Your king's pawn being in no danger, your knight attacks his bishop, in order to take or have it removed.

(*l*) It is always dangerous to let the adversary's king's bishop batter the line of your king's bishop's pawn; and as it is likewise the most dangerous piece to form an attack, it is not only necessary to oppose him at times by your queen's bishop, but you must get rid of that piece as soon as a convenient occasion offers.

(*m*) Castle on the king's side, in order to strengthen and protect your king's bishop's pawn, which advance two steps as soon as your king's pawn is attacked.

(*n*) He is compelled to play this pawn, to prevent you from pushing your king's bishop's pawn upon his queen.

(*o*) This move is played to unite all your pawns together, and push them afterwards with vigour.

20. *W.* The knight at his king's 4th square.
B. The king's rook's pawn one move (*p*).
 21. *W.* The queen's knight's pawn one move.
B. The queen's rook's pawn one move.
 22. *W.* The king's knight's pawn two steps.
B. The king's knight at his queen's 4th square.
 23. *W.* The knight at his king's knight's 3d square (*q*).
B. The king's knight at the white king's 3d square (*r*).
 24. *W.* The queen's rook takes the knight.
B. The pawn takes the rook.
 25. *W.* The queen takes the pawn.
B. The queen's rook takes the pawn of the opposite rook.
 26. *W.* The rook at his king's place (*s*).
B. The queen takes the white queen's knight's pawn.
 27. *W.* The queen at her king's fourth square.
B. The queen at her king's third square (*t*).
 28. *W.* The king's bishop's pawn one move.
B. The pawn takes it.

(*p*) He playeth this pawn to prevent your knight from entering in his game, and forcing his queen to remove; otherwise, your pawns would have an open field.

(*q*) Play this knight in order to push your king's bishop's pawn next; it will be then supported by three pieces, the bishop, the rook, and the knight.

(*r*) He plays this knight to obstruct your scheme by breaking the strength of your pawns, by pushing his king's knight's pawn; but break his design by changing your rook for his knight.

(*s*) Play your rook to protect your king's pawn, which would otherwise remain in the lurch as soon as you push your king's bishop's pawn.

(*t*) The queen returns to prevent the check-mate.

29. *W.* The pawn takes again (*u*).
B. The queen at her fourth square (*w*).
 30. *W.* The queen takes the queen.
B. The pawn takes the queen.
 31. *W.* The bishop takes the pawn in his way.
B. The knight at his 3d square.
 32. *W.* The king's bishop's pawn one move (*x*).
B. The queen's rook at the white queen's knight's 2d square.
 33. *W.* The bishop at his queen's 3d square.
B. The king at his bishop's 2d square.
 34. *W.* The bishop at the black king's bishop's 4th square.
B. The knight at the white queen's bishop's 4th square.
 35. *W.* The knight at the black king's rook's 4th square.
B. The king's rook gives check.
 36. *W.* The bishop covers the check.
B. The knight at the white queen's 2d square.
 37. *W.* The king's pawn gives check.
B. The king at his knight's 3d square (*y*).
 38. *W.* The king's bishop's pawn one move.
B. The rook at its king's bishop's square.

(*u*) Were you not to take with your pawn you would run the risk of losing the game.

(*w*) He offers to change queens, in order to destroy your plan of giving him check-mate with your queen and bishop.

(*x*) *N. B.* When your bishop runs upon white, strive to put your pawn always upon black, because then your bishop serves to drive away your adversary's king or rook when between your pawns; the same when your bishop runs black, then have your pawns upon white.

(*y*) As his king may retire to his bishop's square, the second Black-game will shew how to proceed in this case.

39. *W.* The knight gives check at the 4th square of his king's bishop.

B. The king at his knight's 2d square.

40. *W.* The bishop at the black king's rook's 4th square.

B. Playeth any where the white pushes to queen.

FIRST BACK GAME,

Or Continuation from the twelfth Move.

12. *White.* THE queen's pawn retakes it.

Black. The king's bishop takes the white queen's bishop.

13. *W.* The queen takes the bishop.

B. The queen's bishop at his king's 3d square.

14. *W.* The king's knight at his king's bishop's 4th square.

B. The queen at her king's 2d square.

15. *W.* The knight takes the bishop.

B. The queen takes the knight.

16. *W.* The king castles his rook.

B. The queen's knight at his queen's 2d square.

17. *W.* The king's bishop's pawn two moves.

B. The king's knight's pawn one move.

18. *W.* The king's rook's pawn one move.

B. The king's knight at his 2d square.

19. *W.* The king's knight's pawn two steps.

B. The queen's bishop's pawn one move.

20. *W.* The knight at his king's 2d square.

B. The queen's pawn one move.

21. *W.* The queen at her 2d square.

B. The queen's knight at his 3d square.

22. *W.* The knight at his king's knight's 3d square.

B. The queen's knight at his queen's 4th square.

23. *W.* The queen's rook at its king's square.

B. The queen's knight at the white king's 3d square.

24. *W.* The rook takes the knight.
B. The pawn takes the rook.
25. *W.* The queen takes the pawn.
B. The queen takes the white queen's rook's pawn.
26. *W.* The king's bishop's pawn one move.
B. The queen takes the pawn.
27. *W.* The king's bishop's pawn one move.
B. The knight at his king's square.
28. *W.* The king's knight's pawn one move.
B. The queen at the white queen's 4th square.
29. *W.* The queen takes the queen.
B. The pawn takes the queen.
30. *W.* The king's pawn one move.
B. The knight at his queen's 3d square.
31. *W.* The knight at his king's 4th square.
B. The knight at his king's bishop's 4th square.
32. *W.* The rook takes the knight.
B. The pawn takes the rook.
33. *W.* The knight at the white queen's 3d square.
B. The king's bishop's pawn one move any where ;
the game being lost.
34. *W.* The king's pawn one move.
B. The king's rook at its queen's knight's square.
35. *W.* The bishop gives check.
B. The king retires, having but one place.
36. *W.* The knight gives check.
B. The King removes.
37. *W.* The knight at the black queen's square discovering check.
B. The king moves where he can.
38. *W.* The king's pawn making a queen, gives check-mate in the mean time.

SECOND BACK-GAME.

Beginning from the thirty-seventh Move.

37. *White.* THE king's pawn gives check.
Black. The king at his bishop's square.
38. *W.* The rook at its queen's rook's square.
B. The rook gives check at the white queen's knight's square.
39. *W.* The rook takes the rook.
B. The knight retakes the rook.
40. *W.* The king at his rook's 2d square.
B. The knight at the white queen's bishop's 3d square.
41. *W.* The knight at his king's bishop's 4th square.
B. The knight at the white king's 4th square.
42. *W.* The knight takes the pawn.
B. The rook at its king's knight's 4th square.
43. *W.* The king's pawn one move, and gives check.
B. The king at his bishop's 2d square.
44. *W.* The Bishop gives check at the black king's 3d square.
B. The king takes the bishop.
45. *W.* The king's pawn makes a queen, and wins the game.

GAME THE SECOND.

Beginning with the Black; wherein it appears, that playing the King's Knight, the second move, is wrong; because it gives the attack to the Adversary. By three different Back-Games it is also shewn, that a good attack keeps the Defender always embarrassed.

1. *Black.* THE king's pawn two steps.
White. The same.
2. *B.* The king's knight at his bishop's 3d square.
W. The queen's pawn one move.

3. *B.* The king's bishop at the queen's bishop's 4th sq.
W. The king's bishop's pawn two moves (*a*)
4. *B.* The queen's pawn one move.
W. The queen's bishop's pawn one move.
5. *B.* The king's pawn takes the pawn (*b*).
W. The queen's bishop retakes the pawn.
6. *B.* The queen's bishop at the white king's knight's 4th square.
W. The king's knight at his bishop's 3d square (*c*)
7. *B.* The queen's knight at his queen's 2d square.
W. The queen's pawn one move.
8. *B.* The bishop retires.
W. The king's bishop at his queen's 3d (*d*) square.

(*a*) Any thing else your adversary could have played, this was always your best move, it being very advantageous to change your king's bishop's pawn for his royal pawn; because your king and queen's pawns place themselves in the middle of the chess-board, and become in a situation to stop all the progress of your adversary's pieces; besides this, you gain the attack by his having played his king's knight at the second move. You have still another advantage by losing your king's bishop's pawn for his king's pawn; that is, when you do castle with your king's rook, the same rook finds itself immediately free and fit for action. This will be demonstrated by the first Back-game, the third move.

(*b*) Observe, if he refuses taking your pawn, leave it exposed in the same situation and place; except, however, he should chuse to castle with his king's rook, in such case you must, without any hesitation, push that pawn forwards, in order to attack his king with all the pawns of your right wing. The effect will be best learned by a second Back-game, beginning from this fifth move. Observe again, as a general rule, not easily to push on the pawns either of your right or left wings before your adversary's king has castled; he will otherwise retire where your pawns are less strong, or less advanced.

(*c*) If he takes your knight, you must take his with your pawn, which being joined to his, encreases their strength.

(*d*) This is the best square your king's bishop can chuse, except the fourth of his queen's bishop, especially when you have the attack; and it be out of your adversary's power to prevent that bishop from playing on his king's bishop's pawn.

9. *B.* The queen at her king's 2d square.
W. The same.
10. *B.* The king castles with his rook (*e*).
W. The queen's knight at his queen's 2d square.
11. *B.* The king's knight at his rook's 4th (*f*) square.
W. The queen at her king's third square.
12. *B.* The king's knight takes the bishop (*g*).
W. The queen retakes the knight.
13. *B.* The queen's bishop takes the knight (*b*).
W. The pawn retakes the bishop.
14. *B.* The king bishop's pawn two moves.
W. The queen at her king's knight's 3d square.
15. *B.* The pawn takes the pawn.
W. The bishop's pawn retakes it.
16. *B.* The king's rook at its king's bishop's 3d sq. (*i*).
W. The king's rook's pawn two steps (*k*).

(*e*) If he had castled on his queen's side, it would have been then your game to castle on your king's side, in order to attack him more conveniently with your pawns on the left. Do not be too hasty in pushing your pawns forward, till they are well sustained both by one another, and also by your pieces. The form of this attack at your left will be best seen by a third Back-game, beginning from this tenth move.

(*f*) He playeth this knight to make room to his king's bishop's pawn, with a view to advance it two steps, in order to break the chain of your pawns.

(*g*) If he had pushed his king's bishop's pawn instead of taking your bishop, you must then have attacked his queen with your queen's bishop, and pushed your king's rook's pawn the next move upon his bishop, to compel him to take your knight: In this case your best way would be to retake his bishop with your pawn, in order to support your royal pawn, and replace it in case it be taken.

(*h*) If he did not take your knight, his bishop would remain imprisoned by your pawns, or he would lose at least three moves to get him free.

(*i*) He playeth this rook with an intention either to double it, or to remove your queen.

(*k*) You push this pawn two steps to give your queen more room, who, being attacked, can retire behind this pawn, and

17. *B.* The queen's rook at its king's bishop's square.
W. The king castles with his queen's rook.
18. *B.* The queen's bishop's pawn two steps.
W. The King's pawn one step (*l*).
19. *B.* The queen's pawn takes the pawn.
W. The queen's pawn one move.
20. *B.* The bishop at his queen's bishop's 2d square.
W. The knight at his king's 4th square (*m*).
21. *B.* The king's rook at the white king's bishop's 3d square.
W. The queen at her king's knight's 2d square.

then remain, threatening her adversary's king's rook's pawn. Your pawn advancing afterwards will become dangerous to your adversary's king.

(*l*) This move is as difficult to comprehend as to be well explained. You are to observe, when you find yourself with a chain of pawns following one another, upon one and the same coloured squares, the pawn who has the van should not be abandoned, but must strive to keep his post. Here again observe, that your king's pawn being not in the line with his comrades, your adversary has pushed his queen's bishop's pawn two steps, for two reasons: The first, to engage you to push that of your queen forwards, which, in this case, would be always stopped by that of his queen, and thus leaving behind that of your king, would render it entirely useless. The second is, to prevent your king's bishop from battering his king's rook's pawn; therefore it is best to push your king's pawn upon his rook, and sacrifice it; because then your adversary, by taking it, openeth a free passage to your queen's pawn, which you are to advance immediately, and sustain, in case of need, with your other pawns, in order to make a queen with it, or draw some other considerable advantage to win the game. His queen's pawn (now become his king's) appears to have the same advantage of having no opposition from your pawns to make a queen; however, the difference is great, because his pawn being entirely separated from his comrades will always be endangered in his road by a multitude of your pieces all waging war against it.

(*m*) It was necessary to play that knight in order to stop his king's pawn; the more, because this very pawn, in its present situation, stops the passage of his own bishop, and even of his knight.

22. *B.* The queen at her king's bishop's 2d square
(*n*).

W. The knight at the black king's knight's 4th square.

23. *B.* The queen gives check.

W. The king at his queen's knight's square.

24. *B.* The rook takes the bishop (*o*).

W. The rook retakes the rook.

25. *B.* The queen at her king's bishop's 4th square.

W. The queen at her king's 4th square (*p*).

26. *B.* The queen takes the queen.

W. The knight takes the queen.

27. *B.* The rook at the white king's bishop's 4th square.

W. The knight at the black king's knight's 4th square.

28. *B.* The queen's bishop's pawn one move.

W. The queen's rook at her king's knight's 3d square.

29. *B.* The knight at his queen's bishop's 4th square.

W. The knight at the black king's 3d square.

(*n*) He playeth his queen in order next to give check : but if he had played his king's rook's pawn to prevent the attack of your knight, you must then have attacked his bishop and his queen with your queen's pawn ; and in such a case he would have been forced to take your pawn, and you should have retaken his bishop with your knight, which he could not have taken with his queen, because she would have been lost by a discovered check with your bishop.

(*o*) He takes your king's bishop ; first, to save his king's rook's pawn, and because your bishop proves more incommodious to him than any other of your pieces ; and secondly, to put his queen upon the rook that covers your king.

(*p*) Having the advantage of a rook against a bishop at the end of a game, it is your advantage to change queens : because his queen being at present troublesome in the post where he just played it, you force him to change, which he cannot avoid, if he will save his being check-mate.

30. *B.* The knight takes the knight.
W. The pawn retakes the knight.
31. *B.* The rook at its king's bishop's 3d square.
W. The king's rook at its queen's square.
32. *B.* The rook takes the pawn.
W. The king's rook at the black queen's 2d square,
 and must win the game (*q*).

FIRST BACK-GAME.

Beginning at the third Move.

3. *Black.* The queen's pawn two steps.
White. The king's bishop's pawn two steps.
4. *B.* The queen's pawn takes the pawn (*a*).
W. The king's bishop's pawn retakes the pawn.
5. *B.* The king's knight at the white king's knight's 4th square.
W. The queen's pawn one step.
6. *B.* The king's bishop's pawn two steps.
W. The king's bishop at his queen's bishop's 4th square.
7. *B.* The queen's bishop's pawn two steps.
W. The queen's bishop's pawn one step.
8. *B.* The queen's knight at his bishop's 3d square.
W. The king's knight at his king's 2d square.
9. *B.* The king's rook's pawn two steps (*b*).
W. The king's rook's pawn one move.

(*q*) Any thing he could have played could not prevent you from doubling your rooks, unless he had sacrificed his bishop, or let you make a queen with your pawn; therefore he loses the game every way.

(*a*) If he had taken your king's bishop's pawn instead of this, you must have pushed your king's pawn upon his knight, and afterwards retaken his pawn with your queen's bishop.

(*b*) He pushes this pawn two steps to avoid having a double pawn upon his king's rook's line, which by pushing your king's rook's pawn upon his knight, he could not possibly escape, and you taking it afterwards with your queen's bishop, would have given him a very bad game.

10. *B.* The king's knight at his rook's 3d square.
W. The king castles.
11. *B.* The queen's knight at his rook's 4th square.
W. The bishop gives check.
12. *B.* The bishop covers the check.
W. The bishop takes the black bishop.
13. *B.* The queen takes the bishop.
W. The queen's pawn one move.
14. *B.* The queen's bishop's pawn one move (*c*).
The queen's knight's pawn two moves.
15. *B.* The queen's bishop's pawn takes it passing by.
W. The rook's pawn retakes the pawn.
16. *B.* The queen's knight's pawn one move.
W. The queen's bishop at his king's 3d square.
17. *B.* The bishop at his king's 2d square.
W. The king's knight at his king's bishop's 4th square (*d*).
18. *B.* The king's knight at his own square.
W. The king's knight at the black king's knight's 3d square.
19. *B.* The king's rook at its 2d square.
W. The king's pawn one move.
20. *B.* The queen at her knight's 2d square.
W. The queen's pawn one move.
21. *B.* The king's bishop at his 3d square.
W. The king's rook takes the pawn.
22. *B.* The king castles.
W. The king's rook takes the black queen's knight.

(*c*) He playeth this to cut the communication of your pawns; but you avoid it by pushing immediately your queen's knight's pawn upon his knight, which retreat obliges your adversary to take the pawn by the way. This joins your pawns again, and makes them invincible.

(*d*) This knight gives the mortal blow to this game, because he holds at present all your adversary's pieces in some measure locked up, till you have time to prepare the check-mate.

23. *B.* The pawn takes the rook.
W. The queen's rook takes the pawn.
24. *B.* The queen's rook's pawn one move.
W. The rook gives check.
25. *B.* The king retires.
W. The rook at the black queen's bishop's 2d sq.
26. *B.* The queen at her knight's 4th square.
W. The queen's knight at his rook's 3d square.
27. *B.* The queen at her king's bishop's 4th square.
W. The queen's knight at her bishop's 4th square.
28. *B.* The queen takes the knight.
W. The bishop gives check.
29. *B.* The king retires where he can.
W. The knight gives check-mate.

SECOND BACK-GAME.

Beginning from the fifth Move.

5. *Black.* THE king castles.
White. The king's bishop's pawn one move.
6. *B.* The queen's pawn one move.
W. The queen at her king's bishop's 3d square.
7. *B.* The queen's pawn takes the pawn.
W. The queen's pawn retakes the pawn.
8. *B.* The queen's rook's pawn two moves.
W. The king's knight's pawn two moves.
9. *B.* The queen at her 3d square.
W. The king's knight's pawn one move.
10. *B.* The king's knight at his king's square.
W. The king's bishop at his queen's bishop's 4th square
11. *B.* The queen's bishop's pawn one move.
W. The queen at the black king's rook's 4th square.
12. *B.* The queen's knight's pawn two steps.
W. The king's knight's pawn one move.
13. *B.* The king's rook's pawn one move.
W. The bishop takes the king's bishop's pawn, and gives check.

14. *B.* The king at his rook's square.
W. The queen's bishop takes the black king's rook's pawn.
15. *B.* The king's knight at his bishop's 3d square.
W. The queen being at her king's rook's 5th square, wins the game on removing the bishop.

THIRD BACK-GAME.

Beginning from the tenth Move.

10. *Black.* The king castles on his queen's side.
White. The king castles on his own side.
11. *B.* The king's rook's pawn one move.
W. The queen's knight at his queen's 2d square.
12. *B.* The king's knight's pawn two steps.
W. The queen's bishop at his king's 3d square.
13. *B.* The queen's rook at its king's knight's square.
W. The queen's knight's pawn two steps.
14. *B.* The king's rook's pawn one move.
W. The queen's rook's pawn two moves (*a*).
15. *B.* The bishop takes the knight.
W. The queen takes the bishop.
16. *B.* The king's knight's pawn one move.
W. The queen at her king's 2d square.
17. *B.* The queen's bishop's pawn one step.
W. The queen's rook's pawn one step.
18. *B.* The bishop at his queen's bishop's 2d square.
W. The queen's bishop's pawn one move.
19. *B.* The king's rook's pawn one move.
W. The king's rook at its queen's knight's square.

(*a*) When the king is behind two or three pawns, and your adversary falls upon them in order to attack your king, you must take care not to push any of those pawns till forced; as it would have been very bad policy to have pushed your king's rook's pawn upon his bishop, because he would then have got the attack by taking your knight with his bishop, and would have got an opening upon your king by pushing his king's knight's pawn, which would have lost you the game.

20. *B.* The king's rook at its 4th square.
W. The queen's bishop's pawn one move.
21. *B.* The queen's pawn one move.
W. The king's pawn one move.
22. *B.* The king's knight at his king's square.
W. The queen's knight's pawn one move.
23. *B.* The pawn takes the pawn.
W. The king's rook retakes the pawn.
24. *B.* The queen's rook's pawn one move.
W. The king's rook at its queen's knight's 4th sq.
25. *B.* The king's bishop's pawn one move.
W. The king's bishop takes the queen's rook's pawn.
26. *B.* The pawn takes the bishop.
W. The queen takes the pawn, and gives check.
27. *B.* The king retires,
W. The queen gives check.
28. *B.* The knight covers the check.
W. The queen's rook's pawn one move.
29. *B.* The king at his queen's 2d square.
W. The queen takes the queen's pawn, and gives check.
30. *B.* The king retires.
W. The queen's rook's pawn one move, and by different ways wins the game.

CUNNINGHAM'S GAMBIT,

The Inventor of which thought it a sure Game; but, three Pawns well conducted, for the loss of a Bishop only, will win the Game, playing well on both Sides. There are two Back Games: one from the seventh, and the other at the eleventh Move.

1. *White.* THE king's pawn two moves.
Black. The same.
2. *W.* The king's bishop's pawn two moves.
B. The king's pawn takes the pawn.

3. *W.* The king's knight at his bishop's 3d square. *B.* The king's bishop at his king's 2d square.
4. *W.* The king's bishop at his queen's bishop's 4th square. *B.* The king's bishop gives check.
5. *W.* The king's knight's pawn one move. *B.* The pawn takes the pawn as before.
6. *W.* The king castles. *B.* The pawn takes the rook's pawn and gives check.
7. *W.* The king at his rook's square. *B.* The king's bishop at his third square (*a*).
8. *W.* The king's pawn one move. *B.* The queen's pawn two steps.
9. *W.* The king's pawn takes the bishop (*b*). *B.* The king's knight takes the pawn.
10. *W.* The king's bishop at his queen's knight's 3d sq. *B.* The queen's bishop at his king's 3d square.
11. *W.* The queen's pawn one move (*c*). *B.* The king's rook's pawn one move (*d*).
12. *W.* The queen's bishop at his king's bishop's 4th square. *B.* The queen's bishop's pawn two steps.

(*a*) If instead of playing this bishop at his third square he had played it at his king's second square, you had won the game in a few moves, which appears by the first Back-game.

(*b*) Without a sacrifice of this bishop he could not win the game: but, losing it, for three pawns, he becomes your conqueror; which three pawns (provided he doth not be too hasty in pushing them forwards, and that they be always well sustained by his pieces) will win the game in spite of your best defence.

(*c*) If you had pushed this pawn two step, you had given to his knights a free entry into your game, which would have lost it very soon. But, to make this more evident, see a second Back-game from this eleventh move.

(*d*) This move is of great consequence, because it prevents you from attacking his king's knight with your queen's bishop, which

13. *W.* The queen's bishop takes the pawn next to his king.
B. The queen's knight at his bishop's 3d square.
14. *W.* The queen's knight at his queen's 2d square.
B. The king's knight at the white king's knight's 4th square (*c*).
15. *W.* The queen at her king's 2d square (*f*).
B. The knight takes the bishop.
16. *W.* The queen takes the knight.
B. The queen at her knight's square (*g*).
17. *W.* The queen takes the queen (*b*).
B. The rook takes the queen.
18. *W.* The queen's rook at its king's square.
B. The king at his queen's 2d square.
19. *W.* The king's knight gives check.
B. The knight takes the knight.
20. *W.* The queen's rook takes the knight.
B. The king at his queen's 3d square.

would have enabled you to separate his pawns by changing one of your rooks for one of his knights.

(*c*) He playeth this knight to take your queen's bishop, which would prove very inconvenient to him in case he should castle on his queen's side. Observe again as a general rule, that if the strength of your game consists in pawns, the best way is to take the adversary's bishops, because they can stop the advancing of the pawns, much better than the rooks.

(*f*) Not being able to save your bishop without doing worse, play your queen to take his place again when taken; for, if you had played it at your king's bishop's fourth square to prevent the check of his knight, he would have pushed his king's knight's pawn upon your said bishop, and would have won the game immediately.

(*g*) If he had played his queen any where else, she would have been cramped; therefore he offers to change, that in case you refuse he may place her at her third square, where she would be extremely well posted.

(*b*) If you did not take his queen, your game would be still in a worse state.

21. *W.* The king's rook at its king's square.
B. The queen's knight's pawn two steps.
22. *W.* The queen's bishop's pawn one step.
B. The queen's rook at its king's square.
23. *W.* The queen's rook's pawn two steps.
B. The queen's rook's pawn one step.
24. *W.* The knight at his king's bishop's 3d square.
B. The king's knight's pawn two steps.
25. *W.* The king at his knight's 2d square.
B. The king's bishop's pawn one move (*i*).
26. *W.* The queen's rook at its king's 2d square.
B. The king's rook's pawn one step.
27. *W.* The queen's rook's pawn takes the pawn.
B. The pawn retakes the pawn.
28. *W.* The king's rook at its queen's rook's square.
B. The queen's rook at her home (*k*).
29. *W.* The king's rook returns to its king's square.
B. The bishop at his queen's 2d square.
30. *W.* The queen's pawn one move.
B. The queen's bishop's pawn one move.
31. *W.* The bishop at his queen's bishop's 2d square.
B. The king's rook's pawn one move. (*l*)
32. *W.* The king's rook at his home.
B. The king's rook at its 4th square (*m*).

(*i*) If had pushed this pawn two steps, you had gained his queen's pawn, taking it with your bishop. This would have mended your game very much.

(*k*) Always strive to hinder the adversary from doubling his rooks, particularly when there is an opening in the game.

(*l*) He playeth this pawn to push afterwards that of his king's knight's upon your knight, with a view to force it from his post; but if he had pushed his knight's pawn before he played this, you must have posted your knight at your king's rook's fourth square, and have stopped the progress of all his pawns.

(*m*) If instead of playing this he had given check with his rook's pawn, he would have played ill, and entirely against the instruction given in the observation marked (*x*) in the first game.

33. *W.* The queen's knight's pawn one move.
B. The queen's rook at its king's rook's square.
34. *W.* The queen's knight's pawn one move.
B. The king's knight's pawn one move.
35. *W.* The knight at his queen's 2d square.
B. The king's rook at its king's knight's 4th square.
36. *W.* The king's rook at its king's bishop's square.
B. The king's knight's pawn one move.
37. *W.* The rook takes the pawn, and gives check.
B. The king at his queen's bishop's 2d square.
38. *W.* The king's rook at the black king's knight's 3d square.
B. The king's rook's pawn gives check.
39. *W.* The king at his knight's square.
B. The king's knight's pawn one move.
40. *W.* The rook takes the rook.
B. The rook's pawn gives check.
41. *W.* The king takes the knight's pawn.
B. The rook's pawn makes a queen, and gives check.
42. *W.* The king at his bishop's 2d square.
B. The rook gives check at its king's bishop's square.
43. *W.* The king at his 3d square.
B. The queen gives check at the white king's rook's 3d square.
44. *W.* The knight covers the check, having no other way.
B. The queen takes the knight, and afterward the rook, and gives mate in two moves after.

FIRST BACK-GAME,

Beginning at the Seventh Move of the Gambit.

7. *White.* THE king at his rook's square.
Black. The bishop at his king's 2d square.
8. *W.* The king's bishop takes the pawn, and gives check.
B. The king takes the bishop.
9. *W.* The king's knight at the black king's 4th sq. giving double check.
B. The king at his 3d square, any where else he loses his queen.
10. *W.* The queen gives check at her king's knight's 4th square.
B. The king takes the knight.
11. *W.* The queen gives check at the black king's bishop's 4th square.
B. The king at his queen's 3d square.
12. *W.* The queen gives check-mate at the black queen's 4th square.

SEQUEL TO THIS

FIRST BACK-GAME,

In case the Adversary refuses taking your Bishop with his King, at the Eighth Move of this first Back-Game.

8. *White.* THE king's bishop takes the pawn and gives check.
Black. The king at his bishop's square.
9. *W.* The king's knight at the black king's 4th sq.
B. The king's knight at his king's bishop's 3d sq.
10. *W.* The king's bishop at his queen's knight's 3d sq.
B. The queen at her king's square.
11. *W.* The king's knight at the black king's bishop's 2d square.
B. The rook at her knight's square.

12. *W.* The king's pawn one move.
B. The queen's pawn two moves.
13. *W.* The pawn takes the knight.
B. The pawn retakes the pawn.
14. *W.* The bishop takes the pawn.
B. The queen's bishop at the white king's knight's 4th square.
15. *W.* The queen at her king's square.
B. The queen's bishop at her king's rook's 4th sq.
16. *W.* The queen's pawn two steps.
B. The bishop takes the knight.
17. *W.* The queen's bishop gives check.
B. The rook covers the check.
18. *W.* The knight at his queen's bishop's 3d square.
B. The bishop takes the bishop.
19. *W.* The knight retakes the bishop.
B. The queen at her king's bishop's 2d square.
20. *W.* The knight takes the bishop.
B. The queen takes the knight.
21. *W.* The queen takes the queen.
B. The king takes the queen.
22. *W.* The bishop takes the rook, and with the superiority of a rook, easily wins the game.

SECOND BACK-GAME,

Beginning at the eleventh Move of Cunningham's Gambit.

11. *White.* THE queen's pawn two moves.
Black. The king's knight at the white king's 4th square.
12. *W.* The queen's bishop at his king's bishop's 4th sq.
B. The king's bishop's pawn two moves.
13. *W.* The queen's knight at his queen's 2d square (*a*).
B. The queen at her king's 2d square.

(*a*) This knight is played to tempt your adversary to take it; but if he did, he would play very ill; because a knight thus situated, and sustained by two pawns, whilst you have no pawn left to push up to remove it, that knight is at least worth a rook, and becomes

14. *W.* The queen's bishop's pawn two moves.
B. The queen's bishop's pawn one move (*b*).
15. *W.* The pawn takes the pawn.
B. The pawn retakes the pawn.
16. *W.* The queen's rook at its bishop's square.
B. The queen's knight at his bishop's 3d square.
17. *W.* The queen's knight takes the knight.
B. The king's bishop's pawn retakes the knight.
18. *W.* The knight takes the black pawn next to his king.
B. The king castles with his rook.
19. *W.* The queen at her 2d square.
B. The king's rook's pawn one step.
20. *W.* The queen's rook at the black queen's bishop's 4th square.
B. The queen's rook at its queen's square.
21. *W.* The king's bishop at his queen's rook's 4th sq.
B. The king's knight's pawn two steps.
22. *W.* The queen's bishop at his king's 3d square.
B. The rook takes the rook.
23. *W.* The knight takes the rook.
B. The queen at her 3d square.
24. *W.* The queen at her king's rook's 2d square.
B. The king at his knight's 2d square.
25. *W.* The queen takes the queen.
B. The rook retakes the queen.
26. *W.* The queen's rook's pawn one move.
B. The king at his knight's 3d square.

so incommodious, that you will be forced to take it; and in this case your adversary reunites his two pawns, one of which will probably either make a queen, or cost you a piece to prevent the same.

(*b*) If he had taken your pawn, his game would have very much diminished in strength, because his knight had then been sustained but by one pawn instead of two; besides, he would have been forced to withdraw his king's knight when attacked, in order to preserve the pawn that sustained it.

27. *W.* The queen's knight's pawn two steps.
B. The king's rook's pawn one move.
28. *W.* The queen's knight's pawn one move.
B. The knight at his king's 2d square.
29. *W.* The rook at the black queen's bishop's 2d sq.
B. The rook at its queen's 2d square.
30. *W.* The rook takes the rook, if not it will be the same.
31. *B.* The bishop retakes the rook.
31. *W.* The king at his knight's 2d square.
B. The king's rook's pawn one step.
32. *W.* The queen's bishop at his king's bishop's 2d sq.
B. The king at his rook's 4th square.
33. *W.* The king's bishop gives check.
B. The bishop covers the check.
34. *W.* The bishop takes the bishop.
B. The king takes the bishop.
35. *W.* The knight gives check at his king's 3d square.
B. The king at the white king's bishop's 4th sq.
36. *W.* The king at his rook's 3d square.
B. The king at the white king's bishop's 3d sq.
37. *W.* The knight at his king's knight's 4th square.
B. The knight at his king's bishop's 4th square.
38. *W.* The bishop at his king's knight's square.
B. The king's pawn one move.
39. *W.* The queen's rook's pawn one move.
B. The king's pawn one move.
40. *W.* The bishop at his king's bishop's 2d square.
B. The knight takes the queen's pawn, and afterwards wins the game.

FURTHER ILLUSTRATION OF CUNNINGHAM'S GAMBIT.

1. *White.* The king's pawn two moves.
Black. The same.
2. *W.* The king's bishop's pawn two moves.
B. The pawn takes the pawn.

3. *W.* The king's knight at his bishop's 3d square.
B. The king's bishop at his king's 2d square.
4. *W.* The king's bishop at his queen's bishop's 4th sq.
B. The bishop gives check.
5. *W.* The king at his bishop's square (*a*).
B. The queen's pawn one step.
6. *W.* The queen's pawn two steps.
B. The queen at her king's bishop's 3d square.
7. *W.* The king's pawn one step.
B. The queen's pawn takes the pawn.
8. *W.* The queen's pawn retakes the pawn.
B. The queen at her king's 2d square.
9. *W.* The queen's bishop takes the gambit's pawn.
B. The queen's bishop at the white king's knight's 4th square.
10. *W.* The queen's knight at his bishop's 3d square.
B. The queen's bishop's pawn one step.
11. *W.* The queen's knight at his king's 4th square, must win the game.

THE QUEEN'S GAMBIT,

Wherein there are Six Back-Games.

1. *White.* The queen's pawn two steps.
Black. The queen's pawn two steps likewise.
2. *W.* The queen's bishop's pawn two steps.
B. The pawn takes the pawn.
3. *W.* The king's pawn two moves (*).
B. The king's pawn two moves (*b*).

(*a*) Withdrawing your king to his bishop's place, makes it impossible for your adversary to preserve the gambit's pawn, which will be always in your power to take.

(*) If instead of two, you had pushed this pawn but one step, your adversary would have shut up your queen's bishop for at least half the game; the first Back-game will be the evidence of it.

(*b*) If instead of playing this pawn, he had sustained the gambit's pawn, he had lost the game. This will be seen by a second Back-game. But if he had neither pushed this pawn, nor taken the

4. *W.* The queen's pawn one move (*c*).
B. The king's bishop's pawn two moves (*d*).
5. *W.* The queen's knight at his bishop's 3d square.
B. The king's knight at his bishop's 3d square.
6. *W.* The king's bishop's pawn one move.
B. The king's bishop at his queen's bishop's 4th sq.
7. *W.* The queen's knight at his rook's 4th square (*e*).
B. The bishop takes the knight, near the white king's rook (*f*).
8. *W.* The rook takes the bishop.
B. The king castles (*g*).
9. *W.* The knight at his queen's bishop's 3d square.
B. The pawn takes the pawn.
10. *W.* The king's bishop takes the gambit's pawn (*h*).
B. The pawn takes the white king's bishop's pawn.

gambit's pawn, in this case you must have pushed your king's bishop's pawn two steps, and your game would have been in the best of situations.

(*c*) If instead of pushing your pawn forwards you had taken his king's pawn, you had lost the advantage of the attack. This is the subject of a third Back game.

(*d*) If he had played any thing else, you must have pushed your king's bishop's pawn two steps, and by this means have procured your pieces an entire liberty.

(*e*) If instead of playing your knight in order to take his king's bishop, or make him remove it from that line you had taken the gambit's pawn, you had lost the game again. This is shewn by a fourth Back-game.

(*f*) If instead of taking your knight, he had played his bishop at your queen's fourth square, you must have attacked it with your king's knight, and taken it the next move.

(*g*) If instead of castling, he had pushed his queen's knight's pawn two steps in order to sustain his gambit's pawn, it appears by a fifth Back-game that he had lost; and if instead of either of these two moves, he had chosen to take your king's pawn, your retaking it would have hindered him from taking yours again with his knight, because he would have lost the game by your giving him check with your queen.

(*h*) This particular move demands a sixth Back-game; because if you had retaken his king's bishop's pawn with your king's bishop's pawn, you had lost the game again.

11. *W.* The pawn retakes the pawn (*i*).
B. The queen's bishop at his king's bishop's 4th square.
12. *W.* The queen's bishop at his king's 3d square.
B. The queen's knight at his queen's 2d square.
13. *W.* The queen at her 2d square.
B. The queen's knight at his 3d square.
14. *W.* The queen's bishop takes the knight.
B. The rook's pawn retakes the bishop.
15. *W.* The king castles on his queen's side.
B. The king at his rook's square.
16. *W.* The king's rook at the black king's knight's 4th square.
B. The king's knight's pawn one move.
17. *W.* The queen at her king's 3d square.
B. The queen at her 3d square.
18. *W.* The knight at his king's 4th square.
B. The bishop takes the knight.
19. *W.* The pawn retakes the bishop, and reunites his comrades.
B. The king's rook at its king's square.
20. *W.* The king at his queen's knight's square.
B. The queen at her bishop's 4th square.
21. *W.* The queen takes the queen.
B. The pawn retakes the queen.
22. *W.* The queen's rook at its king's square.
B. The king at its knight's 2d square.
23. *W.* The king at his queen's bishop 2d square.
B. The king's rook's pawn one move.
24. *W.* The king's rook at his knight's 3d square.
B. The knight at his king's rook's 4th square.

(*i*) In retaking this pawn, you give an opening to your rook upon his king, and this pawn serves likewise for a better guard to your king; it stops also the course of your adversary's knight; and though you have at present a pawn less, you have the best of the game by the situation.

25. *W.* The attacked rook saves itself at the queen's knight's 3d square.
B. The queen's knight's pawn one move.
26. *W.* The queen's pawn one step, to make an opening for your rook and bishop.
B. The pawn takes the pawn.
27. *W.* The king's rook takes the pawn.
B. The queen's rook at its queen's square.
28. *W.* The queen's rook at its queen's square.
B. The knight at his king's bishop's 3d square.
29. *W.* The king's rook gives check.
B. The king at his rook's square.
30. *W.* The bishop at the black queen's 4th square, to prevent the adversary's pawns advancing.
B. The knight takes the bishop.
31. *W.* The rook retakes the knight.
B. The king's rook at its bishop's square.
32. *W.* The queen's rook at its queen's 2d square.
B. The king's rook at the white king's bishop's 4th square.
33. *W.* The queen's rook at its king's 2d square.
B. The queen's pawn one move.
34. *W.* The pawn takes the pawn.
B. The queen's rook takes the pawn.
35. *W.* The king's rook at the black king's second square.
B. The king's knight's pawn one step; if he sustained the pawn, the game was lost.
36. *W.* One of the two rooks takes the pawn.
B. The rook takes the rook.
37. *W.* The rook retakes the rook.
B. The rook gives check at the white king's bishop's 2d square.
38. *W.* The king at his queen's bishop's 3d square.
B. The rook takes the pawn.

39. *W.* The rook's pawn two steps (*k*)
B. The king's knight's pawn one step.
40. *W.* The rook's pawn one move.
B. The knight's pawn one move.
41. *W.* The rook at its king's square.
B. The knight's pawn one move.
42. *W.* The rook at its king's knight's square.
B. The rook gives check.
43. *W.* The king at his queen's bishop's 4th square.
B. The rook at the white king's knight's 3d square.
44. *W.* The rook's pawn one move.
B. The rook at its knight's 2d square.
45. *W.* The king takes the pawn.
B. The rook's pawn one move.
46. *W.* The king at the black queen's knight's 3d square.
B. The rook's pawn one move.
47. *W.* The rook's pawn one move.
B. The rook takes the pawn (*l*).
48. *W.* The rook takes the pawn (*m*).
B. The rook at the king's rook's 2d square.
49. *W.* The pawn two steps.
B. The pawn one step.
50. *W.* The rook at its king's rook's 2d square.
B. The king at his knight's 2d square.
51. *W.* The pawn one move.
B. The king at his knight's third square.

(*k*) If you had taken his pawn with your rook, instead of pushing this pawn, you had lost the game; because your king would have prevented your rook from coming in time to stop the passage of his knight's pawn. This may be seen by playing over the same moves.

(*l*) If he did not take your pawn, you must have taken his; and that would have given you the game.

(*m*) If instead of taking his pawn, you had taken his rook, you had lost the game:

52. *W.* The king at the black queen's bishop's 3d square.

B. The king at his knight's 4th square.

53. *W.* The pawn one move.

B. The king at the white king's knight's 4th square.

54. *W.* The pawn advances.

B. The rook takes the pawn, and playing afterwards his king upon the rook, it is a drawn game, because his pawn will cost your rook.

FIRST BACK-GAME,

Beginning at the third Move of the Queen's Gambit.

3. *White.* The king's pawn one move.

Black. The king's bishop's pawn two steps (*a*).

4. *W.* The king's bishop takes the pawn.

B. The king's pawn one move.

5. *W.* The king's bishop's pawn one move.

B. The king's knight at his bishop's 3d square (*b*).

6. *W.* The queen's knight at his bishop's 3d square.

B. The queen's bishop's pawn two steps (*c*).

7. *W.* The king's knight at his king's 2d square.

B. The queen's knight at his bishop's 3d square.

8. *W.* The king castles.

B. The king's knight's pawn two steps (*d*).

(*a*) Moving of this pawn must convince you, that it had been better to push your king's pawn two steps, because his pawn obstructs the union of your king's and queen's pawns in front.

(*b*) He playeth this knight to hinder your king's and queen's pawns from assembling.

(*c*) This is pushed again with the same design, to prevent the center pawns from uniting in front.

(*d*) He playeth this pawn to push that of his king's bishop's upon your king's pawn in case of need; which would cause an entire separation of your best pawns.

9. *W.* The queen's pawn takes the pawn (*e*).
B. The queen takes the queen.
10. *W.* The rook retakes the queen.
B. The king's bishop takes the pawn.
11. *W.* The king's knight at his queen's 4th square.
B. The king at his 2d square.
12. *W.* The queen's knight at his rook's 4th square.
B. The king's bishop at his queen's 3d square.
13. *W.* The king's knight takes the knight.
B. The pawn retakes the knight.
14. *W.* The king's bishop's pawn one step (*f*).
B. The king's rook's pawn one step.
15. *W.* The queen's bishop at his queen's second square.
B. The knight at his queen's 4th square.
16. *W.* The king's knight's pawn one step.
B. The queen's bishop at his queen's 2d square.
17. *W.* The king at his bishop's 2d square.
B. The queen's bishop's pawn one move.
18. *W.* The knight at his queen's bishop's 3d square.
B. The queen's bishop at his third square.
19. *W.* The knight takes the knight.
B. The pawn retakes the knight.
20. *W.* The king's bishop at his king's 2d square.
B. The queen's rook at its king's knight's square.
21. *W.* The queen's bishop at his 3d square.
B. The king's knight's pawn takes the pawn.

(*e*) If instead of taking this pawn you had advanced your own, the adversary would then have attacked your king's bishop with his queen's knight, to compel you to give him check; and in this case, he, playing his king at his bishop's second square, had gained the move upon you, and a very good situation for game.

(*f*) You advance this pawn to prevent your adversary from putting three pawns in front, which he would have done by pushing only his king's pawn.

22. *W.* The bishop takes the rook (*g*).
B. The pawn takes the king's pawn giving check.
23. *W.* The king retakes the pawn.
B. The rook takes the bishop.
24. *W.* The king's bishop at his 3d square.
B. The King at his third square.
25. *W.* The king's rook at its queen's 2d square.
B. The queen's pawn gives check.
26. *W.* The king at his bishop's 2d square.
B. The queen's bishop at the white king's 4th square.
27. *W.* The queen's rook at its king's square.
B. The king at his queen's 4th square.
28. *W.* The king's rook at its king's 2d square.
B. The rook at its king's square.
29. *W.* The king's knight's pawn one move.
B. The bishop takes the bishop.
30. *W.* The rook takes the rook.
B. The pawn takes the pawn.
31. *W.* The king's rook's pawn one move.
B. The queen's bishop's pawn one move.
32. *W.* The king's rook at the black king's rook's square.
B. The queen's pawn one move.
33. *W.* The king at his 3d square.
B. The king's bishop gives check at his queen's bishop's 4th square.

(*g*) If you had retaken his pawn with your knight's pawn, he would have pushed his queen's pawn upon your bishop, and afterwards would have entered your game with a check of his rook, sustained by his queen's bishop; and if you had taken this pawn with your king's pawn, he might have done the same; which would have given him a very good game, because one of his pawns being then passed (that is, to say, a pawn that can be no more stopped but by pieces) will infallibly cost a piece, to hinder the making of a queen.

34. *W.* The king at his bishop's 4th square, having no other place.

B. The queen's pawn one move, and wins the game (*b*).

SECOND BACK-GAME,

Beginning at the third Move of the Queen's Gambit.

3. *White.* The king's pawn two steps.

Black. The queen's knight's pawn two steps.

4. *W.* The queen's rook's pawn two steps.

B. The queen's bishop's pawn one step.

5. *W.* The queen's knight's pawn one step.

B. The gambit's pawn takes the pawn (*a*).

6. *W.* The rook's pawn takes the pawn.

B. The queen's bishop's pawn takes the pawn.

7. *W.* The king's bishop takes the pawn, and gives check.

B. The bishop covers the check.

8. *W.* The queen takes the pawn.

B. The bishop takes the bishop.

9. *W.* The queen retakes the bishop, and gives check.

B. The queen covers the check.

10. *W.* The queen takes the queen.

B. The knight retakes the queen.

(*b*) The loss of this game shews the strength of two bishops against the rooks, particularly when the king is placed between two pawns. . . But if instead of employing your rooks to make war against his pawns, you had, on the thirty-first move, played your rook at the black queen's square; on the thirty-second move brought your other rook at your adversary's king's second square; and on the thirty-third move sacrificed your first rook for his king's bishop; you had made it a drawn game.

(*a*) It is of the same consequence in the attack of the queen's gambit, to separate the adversary's pawns on that side, as it is in the king's gambits to separate them on the king's side.

11. *W.* The king's bishop's pawn two steps.
B. The king's pawn one move or step.
12. *W.* The king at his 2d square.
B. The king's bishop's pawn two steps (*b*)
13. *W.* The king's pawn one move.
B. The king's knight at his king's 2d square.
14. *W.* The queen's knight at his bishop's 3d square.
B. The king's knight at his queen's 4th square (*c*).
15. *W.* The knight takes the knight.
B. The pawn retakes the knight.
16. *W.* The queen's bishop at his rook's 3d square.
B. The bishop takes the bishop.
17. *W.* The rook takes the bishop.
B. The king at his 2d square.
18. *W.* The king at his bishop's 3d square.
B. The king's rook at its queen's knight's square.
19. *W.* The knight at his king's 2d square.
B. The king at his 3d square.
20. *W.* The king's rook at its queen's rook's square.
B. The king's rook at its queen's knight's 2d square.
21. *W.* The queen's rook gives check.
B. The knight covers the check.
22. *W.* The king's rook at the black queen's rook's 4th square.
B. The king's knight's pawn one move.

(*b*) By pushing this pawn two steps, the adversary's is to force you to push forwards your king's pawn, in order to cause your queen's pawn, now at the head, to be left behind, and of no use. (See observation of the second game.) Nevertheless, you must play it; but strive afterwards, with the help of your pieces, to change this your queen's pawn for his king's, and give a free passage to your own king's pawn.

(*c*) In this present situation your adversary is forced to propose the changing of knights, though by this move he separates his pawns; because if he had played any thing else, you would have taken his rook's pawn, by playing only your knight at the black queen's knight's fourth square.

23. *W.* The knight at his queen's bishop's 3d square.
B. The queen's rook at its queen's square.
24. *W.* The queen's rook takes the rook's pawn.
B. The rook takes the rook.
25. *W.* The rook retaketh, and must win the game, having a pawn superiority, and moreover a pawn past, which amounts to a piece (*d*).

THIRD BACK-GAME,

Beginning at the fourth Move of the Queen's Gambit.

4. *White.* The queen's pawn takes the pawn.
Black. The queen takes the queen.
5. *W.* The king retakes the queen.
B. The queen's bishop at his king's 3d square.
6. *W.* The king's bishop's pawn two steps.
B. The king's knight's pawn one step.
7. *W.* The queen's knight at his bishop 3d square.
B. The queen's knight at his queen's 2d square.
8. *W.* The king's rook's pawn one move.
B. The king's rook's pawn two moves.
9. *W.* The queen's bishop at his king's 3d square.
B. The king castles.
10. *W.* The king at his queen's bishop's 2d square.
B. The king's bishop at his queen's bishop's 4th square.
11. *W.* The bishop takes the bishop.
B. The knight retakes the bishop.
12. *W.* The king's knight at his bishop's 3d square.
B. The queen's bishop's pawn one step.
13. *W.* The king's knight at the black king's knight's 4th square.
B. The queen's knight's pawn two steps

(*d*) By this Back-game it appears, that a pawn, when separated from his fellows, will seldom or never succeed.

14. *W.* The king's bishop at his king's 2d square.
B. The king's knight at his king's 2d square.
15. *W.* The knight takes the bishop.
B. The pawn retakes the knight.
16. *W.* The queen's rook's pawn two steps.
B. The queen's knight at the white queen's knight's 3d square.
17. *W.* The queen's rook at its 2d square.
B. The queen's rook's pawn one step.
18. *W.* The queen's rook's pawn takes the pawn.
B. The queen's rook's pawn retakes the pawn.
19. *W.* The rook gives check.
B. The king at his queen's knight's 2d square.
20. *W.* The rook takes the rook.
B. The rook retakes the rook.
21. *W.* The rook at its queen's square.
B. The queen's knight gives check at the white queen's 4th square.
22. *W.* The king at his queen's knight's square.
B. The king at his queen's knight's 3d square.
23. *W.* The king's knight's pawn two steps.
B. The pawn takes the pawn.
24. *W.* The pawn retakes the pawn.
B. The queen's bishop's pawn one move.
25. *W.* The king's knight's pawn one move.
B. The king's knight at his queen's bishop's 3d sq.
26. *W.* The bishop at his king's knight's 4th square.
B. The queen's knight's pawn one move.
27. *W.* The knight at his king's 2d square.
B. The king's knight at his queen's rook's 4th sq.
28. *W.* The knight takes the knight.
B. The pawn retakes the knight.
29. *W.* The bishop takes the pawn.
B. The king at his queen's bishop's 4th square.
30. *W.* The king's bishop's pawn one step.
B. The queen's pawn one move.

31. *W.* The king's bishop's pawn takes the pawn. (a).
B. The knight at the white queen's knight's 3d sq.
 32. *W.* The pawn one move.
B. The rook at its queen's rook's square, to give check-mate.
 33. *W.* The rook takes the pawn.
B. The rook gives check.
 34. *W.* The king has but one place.
B. The rook gives check-mate at its queen's bishop's square.

FOURTH BACK GAME.

Beginning at the seventh Move of the Queen's Gambit.

7. *White.* The king's bishop takes the gambit's pawn.
Black. The king's bishop's pawn takes the pawn.
 8. *W.* The king's bishop's pawn retakes the pawn.
B. The king's knight at the white king's knight's 4th square.
 9. *W.* The king's knight at his rook's 3d square.
B. The queen gives check.
 10. *W.* The king at his queen's 2d square.
B. The king's knight at the white king's 3d square.
 11. *W.* The queen at her king's 2d square.
B. The queen's bishop at the white king's knight's 4th square.
 12. *W.* The queen at her 3d square.
B. The king's knight takes the king's knight's pawn.
 13. *W.* The king's knight at his home.
B. The queen at the white king's square giving check.
 14. *W.* The king retires.
B. The king's bishop takes the knight, and will easily win the game.

(a) He takes this pawn, to make a queen upon the white queen's square, where his bishop sustains the pawn.

FIFTH BACK-GAME,

At the eighth Move of the Queen's Gambit.

8. *White.* THE rook retakes the bishop.
Black. The queen's knight's pawn two steps.
9. *W.* The knight at the black queen's bishop's 4th sq.
B. The king castles.
10. *W.* The queen's rook's pawn two moves.
B. The queen's knight at his rook's 3d square.
11. *W.* The knight takes the knight.
B. The bishop retakes the knight.
12. *W.* The rook's pawn takes the pawn.
B. The bishop retakes the pawn.
13. *W.* The queen's knight's pawn one move.
B. The king's bishop's pawn takes the pawn.
14. *W.* The queen's knight's pawn takes the pawn.
B. The bishop at his queen's 2d square.
15. *W.* The queen's bishop at the black king's knight's 4th square.
B. The pawn takes the pawn.
16. *W.* The pawn retakes the pawn.
B. The king at his rook's square.
17. *W.* The king's bishop at his queen's 3d square.
B. The king's rook's pawn one move.
18. *W.* The king's rook's pawn two moves.
B. The rook's pawn takes the queen's bishop.
19. *W.* The pawn retakes the pawn.
B. The knight at his rook's 4th square.
20. *W.* The bishop at the black king's knight's 3d sq.
B. The knight at the white king's bishop's 4th sq.
21. *W.* The queen at her bishop's 2d square.
B. The knight takes the bishop to avoid the mate.
22. *W.* The queen retakes the knight.
B. The bishop at his king's bishop's 4th square.
23. *W.* The queen gives check.
B. The king retires.

24. *W.* The king's knight's pawn one move.
B. The bishop takes the pawn.
25. *W.* The queen takes the bishop.
B. The queen at her king's bishop's 3d square.
26. *W.* The queen's rook at the black queen's rook's 3d square.
B. The queen takes the queen.
27. *W.* The queen's rook retakes the queen.
B. The king's rook at its bishop's 2d square.
28. *W.* The king at his 2d square.
B. The queen's rook's pawn two steps.
29. *W.* The queen's rook at the black king's 3d square.
B. The rook's pawn one move.
30. *W.* The rook takes the pawn.
B. The rook's pawn one move.
31. *W.* The king's rook at its queen's rook's square.
B. The rook's pawn one move.
32. *W.* The rook at its king's 3d square.
B. The king's rook at its bishop's 3d square.
33. *W.* The king at his queen's 3d square.
B. The rook gives check.
34. *W.* The king at his 4th square.
B. The rook takes the rook.
35. *W.* The king retakes the rook.
B. The rook at its queen's rook's 3d square.
36. *W.* The king at his queen's 4th square.
B. The king at his bishop's 2d square.
37. *W.* The king at his queen's bishop's 3d square.
B. The rook gives check.
38. *W.* The king at his queen's knight's 4th square.
B. The rook takes the pawn.
39. *W.* The rook takes the pawn.
B. The king at his 2d square.
40. *W.* The queen's bishop's pawn one step.
B. The king's knight's pawn two steps.

41. *W.* The rook at the black queen's rook's 2d square.
B. The king at his queen's square.
42. *W.* The king at the black queen's knight's 4th square.
B. The knight's pawn one move.
43. *W.* The king at the black queen's bishop's 3d square.
B. The rook gives check.
44. *W.* The pawn covers the check.
B. The pawn takes the pawn.
45. *W.* The pawn retakes the pawn.
B. The king at his home.
46. *W.* The rook at the black king's knight's 2d square.
B. The rook at its 3d square.
47. *W.* The king at the black queen's bishop's 2d square,
 and afterwards pushing his pawn, will win the game.

SIXTH BACK-GAME,

Beginning at the tenth Move of the Queen's Gambit.

10. *White.* The king's bishop's pawn takes the pawn.
Black. The knight takes the king's pawn.
11. *W.* The knight retakes the knight.
B. The queen gives check.
12. *W.* The knight at his king's knight's 3d square.
B. The queen's bishop at the white king's knight's 4th square.
13. *W.* The king's bishop at his king's 2d square (*a*).
B. The queen takes the rook's pawn.
14. *W.* The king's rook at its bishop's square (*b*).
B. The queen takes the knight and gives check.
15. *W.* The king at his queen's 2d square.
B. The queen's knight at his queen's 2d square.

(*a*) Any thing you could have played could not save a piece.

(*b*) If instead of playing your rook you had played your king, the adversary had won sooner, by playing only his rook at the king's bishop's second square.

6. *W.* The rook takes the rook (c).

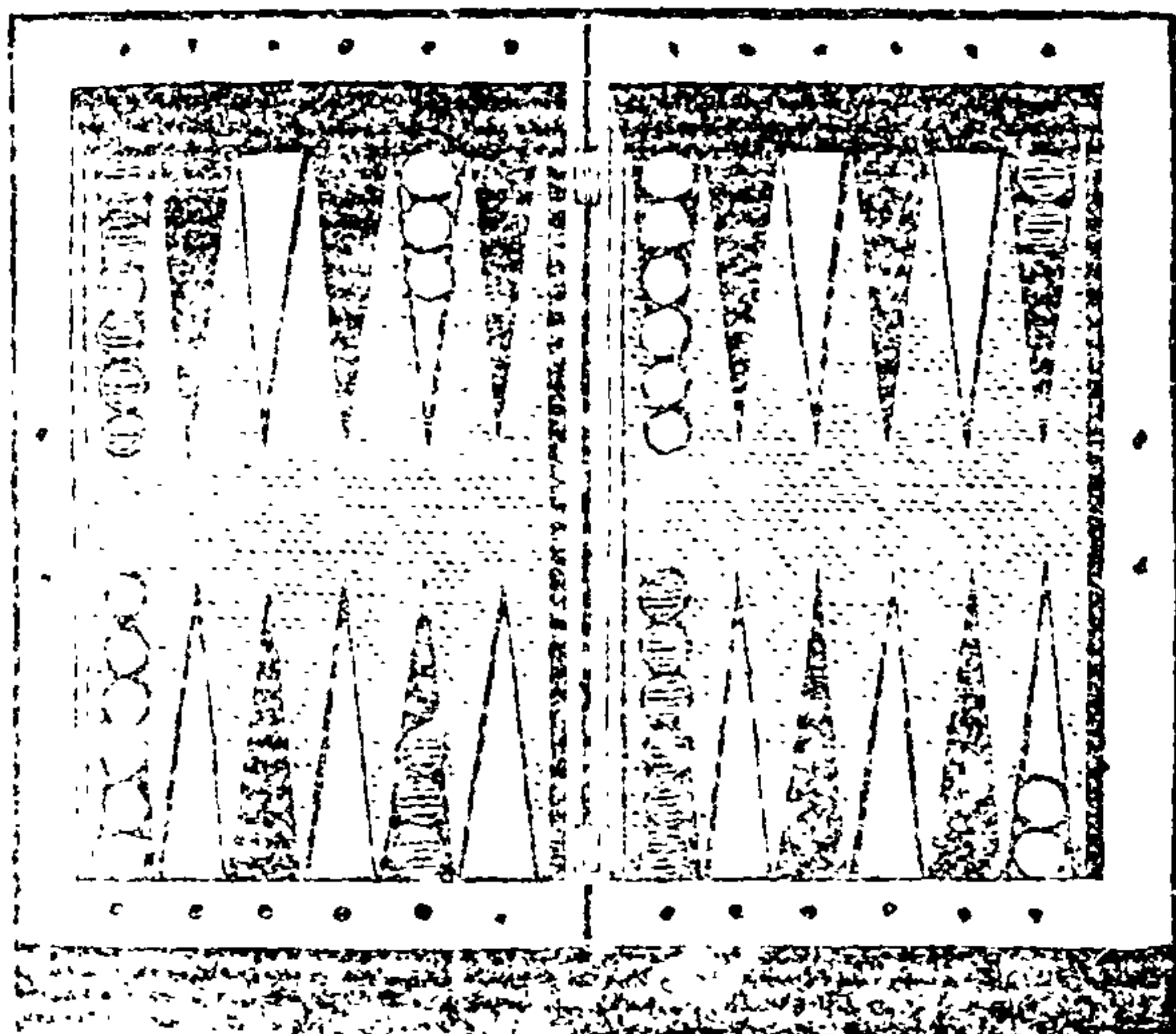
B. The rook retakes the rook.

7. *W.* The queen at her king's square.

B. The rook at the white king's bishop's 2d square, and wins the game.

(c) If you had taken his bishop, he would have given you check with his queen at your queen's third square, and made by taking your rook the following move.

THE GAME OF BACK-GAMMON.



THIS game is played by two persons, upon a table divided into two parts, upon which there are sixteen black and white points. Each player has seven men, black and white, to distinguish them,

and are disposed of thus: Supposing you play into the right-hand table, two upon the ace-point in your adversary's table, five upon the six-point in the opposite table, three upon the cinque-point in the hithermost table, and five on the six-point in your own table, the grand object is to bring the men round in your own table; all throws that contribute towards it, and prevent your adversary doing the like, are advantageous, and *vice versa*. The first best throw upon the dice is esteemed aces, as it stops the six-point in the outer table, and secures the cinque in your own, whereby your adversary's two men upon your ace-point cannot get out with either quatre, cinque or six. Wherefore this throw is an advantage frequently asked and given between players that are not equally skilful.

MR. HOYLE'S
TREATISE OF BACK-GAMMON.

BECAUSE it is necessary for a learner to know how many points he ought to throw upon the two dice, one throw with another, we shall take the following method to demonstrate it.

EXAMPLE. I would know how many chances there are upon two dice?

The answer is thirty six.

I would also know how many points there are upon the thirty six chances?

The answer to which is as follows, - viz.

2 Aces	—	1	1	and 4 twice	18
2 Deuces	—	2	1	and 3 twice	16
2 Treys	—	3	1	and 2 twice	14
2 Fours	—	4	1	and 1 twice	12
2 Fives	—	5	1	and 3 twice	14
2 Sixes	—	6	1	and 2 twice	12
6 and 5 twice		12	1	and 1 twice	10
6 and 4 twice		12	1	and 2 twice	10

5 and 3 twice	18		3 and 1 twice	8	
6 and 2 twice	16		2 and 1 twice	6	
6 and 1 twice	14				— Points.
Divided by 36 $\left\{ \begin{array}{l} 294 \\ 238 \end{array} \right\}$					8
					<hr/>
					6

294 divided by 36, solves the question; by which it appears, that one throw with another you may expect to throw 8 upon two dice.

I would know how many chances there are upon 2 dice?

The answer is 36, which are as follow :

2 Sixes	—	1		5 and 4 twice	2
2 Fives	—	1		5 and 3 twice	2
2 Fours	—	1		5 and 2 twice	2
2 Trois	—	1		* 5 and 1 twice	2
2 Deuces	—	1		4 and 3 twice	2
* 2 Aces	—	1		4 and 2 twice	2
6 and 5 twice		2		* 4 and 1 twice	2
6 and 4 twice		2		3 and 2 twice	2
6 and 3 twice		2		* 3 and 1 twice	2
6 and 2 twice		2		* 2 and 1 twice	2
* 6 and 1 twice		2			—
					36

Because a learner may be at a loss to find out by this table of 36 chances, what are the odds of being hit upon a certain, or first die, let him take the following method.

EXAMPLE. To know the odds of being hit upon a 1 or 2?

Look in the table where you will find the answer asked.

* 2 Aces	—	1		* 3 and 1 twice	2
* 6 and 1 twice		2		* 4 and 1 twice	2
* 5 and 1 twice		2		* 2 and 1 twice	2

Total 11

Which deducted from 36

The remainder is 25

By this method it appears, that it is 25 to 11 against hitting an ace, upon a certain, or flat die.

The like method may be taken with any other flat die, as you have seen with the ace.

I would know what are the odds of entering a man upon 1, 2, 3, 4, or 5 Points?

Answer.

		for.	against.		for.	against.	Reduced.
To enter it	upon 1 point is	11	to 25	or about	4	to 9	
	upon 2 points	20	16		5	4	
	upon 3 points	27	9		3	1	
	upon 4 points	32	4		8	1	
	upon 5 points	35	1		35	1	

I would know what are the odds of hitting, with any chance, in the reach of a single die?

Answer.

		for.	against.		for.	against.	Reduced.
To hit	upon 1 is	11	to 25	or about	4	to 9	
	upon 2	12	24		1	2	
	upon 3	14	22		2	3	
	upon 4	15	21		5	7	
	upon 5	15	21		5	7	
	upon 6	17	19		8 $\frac{1}{2}$	9 $\frac{1}{2}$	

I would know what are the odds of hitting with double dice? which are as follow:

Answer.

Reduced.

			for.	against.		for.	against.
The odds	{	upon 7	is	6 to 30	} no love or about	1 to 5	
		upon 8		6 30		1 5	
		upon 9		5 31		1 6	
		upon 10		3 33		1 11	
		upon 11		2 34		1 17	
		upon 12 (or 26's)		1 36		1 35	

To explain farther to a learner how to make use of the table of 36 chances, when at a loss to find the odds of being hit upon any certain or flat die, this second example is here added to shew how to find by that table the odds of being hit upon a 6

2 Sixes	—	1	6 and 3 twice	2
2 Trois	—	1	6 and 2 twice	2
2 Deuces	—	1	6 and 1 twice	2
6 and 5 twice	2		5 and 1 twice	2
6 and 4 twice	2		4 and 2 twice	2

—
17
—

Which deducted from 36

—

Remainder is — 19

By the forgoing example it is evident, that it is 19 to 17 against being hit upon a 6.

The odds of 2 love is about 5 to 2.

and of 2 to 1 is 2 1.

and of 1 love is 3 2.

I. IF you play three up at back-gammon, your principal view, in the first place, is, either to secure your own or your adversary's cinque-point; when that

is effected, you may play a pushing game and endeavour to gammon your adversary.

II. The next best point (after you have gained your cinque-point) is to make your bar-point, thereby preventing your adversary's running with 2 fixes.

III. After you have proceeded thus far, you are, in the next place, to prefer the making your quatre-point in your own tables, rather than the quatre-point out of them.

IV. Having gained these points, you have a fair chance to gammon your adversary, if he is very forward: For, suppose his tables are broke at home, it will be then your interest to open your bar-point, and to oblige him to come out of your tables with a fix; and having your men spread, you not only may catch that man which your adversary brings out of your tables, but you will also have a probability of taking up the man left in your tables (upon supposition that he had two men there). And suppose he should have a blot at home, it will then be your interest not to make up your tables; because, if he should enter upon a blot, which you are to make for the purpose, you will have a probability of getting a third man; which, if accomplished, will give you, at least, 4 to 1 of the gammon; whereas, if you have only two of his men up, the odds are in his favour that you do not gammon him.

V. If you play for a hit only, one or two men taken up of your adversary's, makes it surer than a greater number, provided that your tables are made up.

VI. DIRECTIONS *how to carry your Men home.*

When you carry your men home, in order to lose no point, you are to carry the most distant man to your adversary's bar point, that being the first stage you are to place it on; the next stage is 6 points farther, *viz.* to the place where your adversary's five men are first placed.

out of his tables; the next stage is upon the sixth point in your tables. This method is to be pursued till your men are brought home, except 2, when, by losing a point, you may often save your gammon, by putting it in the power of 2 fives or 2 fours to save it.

VII. If you play to win a hit only, you are to endeavour to gain either your own or your adversary's cinque-point, and if that fails by your being hit by your adversary, and you find that he is forwarder than you, in that case you must throw more men into his tables. The manner of doing it is that you put a man upon your cinque or bar-point, and if your adversary neglects to hit it, you may then gain a forward game, instead of a back game; but if he hits you, you must play for a back game, and then the greater number of men which are taken up, make your game the better, because you will, by that means, preserve your game at home: and you must then always endeavour to gain both your adversary's ace and trois-points, or his ace and deuce-points, and takes care to keep three men upon his ace-point, that if you chance to hit him from thence, that point may remain still secure to you.

VIII. At the beginning of a set do not play for a back game, because by so doing you would play to a great disadvantage, running the risque of a gammon to win a single hit.

Directions for playing, at setting out, the 36 Chances of the Dice, when you are to play for a Gammon, or for single hit.

I. **TWO** aces, to be played on your cinque-point and bar-point, for a gammon or for a hit.

II. Two sixes, to be played on your adversary's bar-point, and on your own barr-point, for a gammon, or for a hit.

III. *Two trois, two to be played on your cinque-point, and the other two on your trois-point in your own tables, for a gammon only.

IV. †Two deuces, to be played on your quatre-point in your own tables, and two to be brought over from the five men placed in your adversary's tables, for a gammon only.

V. ‡Two fours, to be brought over from the five men placed in your adversary's tables, and to be put upon the cinque-point in your own tables, for a gammon only.

VI. Two fives, to be brought over from the five men placed in your adversary's tables, and to be put upon the trois-point in your own tables, for a gammon, or for a hit.

VII. Size-ace, you are to take your bar-point, for a gammon, or for a hit.

VIII. Size-deuce, a man to be brought from the five men placed in your adversary's tables, and to be placed on the cinque-point in your own tables, for a gammon, or for a hit.

IX. Six and three, a man to be brought from your adversary's ace-point, as far as he will go, for a gammon, or for a hit.

X. Six and four, a man to be brought from your adversary's ace-point, as far as he will go, for a gammon, or for a hit.

XI. Six and five, a man to be carried from your adversary's ace-point, as far as he can go, for a gammon, or for a hit.

XII. Cinque and quatre, a man to be carried from your adversary's ace-point, as far as he can go, for a gammon, or for a hit.

XIII. Cinque-trois, to make the trois-point in your tables, for gammon, or for a hit.

XIV. Cinque-deuce, to play two men from the five placed in your adversary's tables, for a gammon, or for a hit.

XV. *Cinque-ace, to bring one man from the five placed in your adversary's tables for the cinque, and to play one man down on the cinque-point in your own tables for the ace, for a gammon only.

XVI. Quatre-trois, two men to be brought from the five placed in your adversary's tables, for a gammon, or for a hit.

XVII. Quatre-deuce, to make the quatre-point in your own tables, for a gammon, or for a hit.

XVIII. †Quatre-ace, to play a man from the five placed in your adversary's tables for the quatre, and for the ace to play a man down upon the cinque-point in your own tables, for a gammon only.

XIX. Trois-deuce, two men to be brought from the five placed in your adversary's tables, for a gammon only.

XX. Trois-ace, to make the cinque point in your own tables, for a gammon, or for a hit.

XXI. *Deuce-ace, to play one man from the five men placed in your adversary's tables for the deuce; and for the ace, to play a man down upon the cinque-point in your own tables, for a gammon only.

Directions how to play the Chances that are marked thus () for a Hit only.*

I. *TWO trois, two of them are to be played on your cinque-point in your own tables, and with the other two you are to take the quatre-point in your adversary's table.

II. †Two deuces, two of them are to be played on your quatre-point in your own tables, and with the other two you are to take the trois-point in your adversary's tables.

The two foregoing cases are to played in this manner, for this reason, *viz.* that thereby you avoid being shut up in your adversary's tables, and have the chance of throwing high doublets, to win the hit.

III. *Two fours, two of them are to take your adversary's cinque-point in his tables; and for the other two, two men are to be brought from the five placed in your adversary's tables.

IV. *1. Cinque-ace, play the cinque from the five men placed in your adversary's tables, and play the ace from your adversary's ace-point.

V. *2. Quatre-ace, play the quatre from the five men placed in your adversary's tables, and play the ace from the men on your adversary's ace-point.

VI. *3. Deuce-ace, play the deuce from the five men placed in your adversary's tables, and play the ace from your adversary's ace-point.

N. B. The three last chances are played in this manner, for the following reason: By laying an ace down in your adversary's tables, you have a probability of throwing deuce-ace, trois-deuce, quatre-trois, or five-cinque, in two or three throws; in any of which cases you are to take a point, which gives you vastly the better of the hit.

You may observe by the directions given in this chapter, that you are to play nine chances out of the thirty-six in a different manner, for a single hit, to what you would do when playing for a gammon.

Some Observations, Hints, and Cautions.

I. **BY** the directions given to play for a gammon, you are voluntarily to make some blots, the odds being in your favour, that they are not hit; but should it so happen, that any blot is hit, as in this case, you will have three men in your adversary's tables, you must then endeavour to secure your adversary's cinque.

quatre, or trois-point, to prevent a gammon, and must be very cautious how you suffer your adversary to take up a fourth man.

II. Take care not to crowd your game at any time, if possible. What is meant by crowding a game, is the putting many men either upon your trois or deuce-point in your own tables; which is, in effect, losing of those men by not having them in play.

Besides, by crowding your game, to attempt to save a gammon, you are often gammoned; because when your adversary finds your game open, by being crowded in your own tables, he may then play his game as he thinks fit.

III. By Recourse had to the calculations, you may know, what are the odds of your entering a single man upon any certain number of points, and by that means you may play your game accordingly.

IV. If you are obliged to leave a blot, by recourse being had to the calculations for hitting it, you will find the chances for and against you: and consequently you will be enabled to judge how to play your game to the greatest advantage.

V. You will also find by the calculations, the odds for and against you, upon being hit by double dice, and consequently you will have it in your power to chuse such a method of play as is most to your advantage.

VI. If it is necessary to make a run, in order to win a hit, and you would know to a point which is forwardest, your adversary or you, take the following method:

Begin with reckoning how many points you must have to bring home to your five-point in your own tables the man that is at the greatest distance from it, and do the like by every other man that is abroad; when the numbers of those absentees are summed up,

add to them the following numbers for those already on your own tables (supposing the men that were abroad as on your five-point for bearing), namely, six for every man on the five-point, five for every man on the cinque-point, four for every man on the quatre-point, three for every man on the trois-point, two for every man on the deuce-point, and one for every man on your ace point. Do the like to your adversary's game, and then you will know which of you is forwardest, and likeliest to win the hit.

Observations and Directions for a Learner to Bear his Men.

I. **I**F your adversary is greatly before you, never play a man from your quatre, trois, or deuce-points, in order to bear that man from the point where you put it, because that nothing but high doublets can give you any chance for the hit: therefore instead of playing an ace or a deuce from any of the aforesaid points, always play them from your five or highest point; by which means you will find, that throwing two fives, or two fours, will, upon having eased your five and cinque-points, be of great advantage to you: whereas had your five-point remained loaded, you must, perhaps, be obliged to play at length those fives and fours.

II. Whenever you have taken up two of your adversary's men, and that you happen to have two, three, or more points made in your own tables, never fail spreading your men, in order either to take a new point in your tables, or to be ready to hit the man your adversary may happen to enter. As soon as he enters one of his men, you are to compare his game with yours; and if you find your game equal to his, or better, never fail taking his man up if you can, because it is 25 to 11 against his hitting you; which chance being so much in

your favour, you ought always to run that risk, when you have already two of his men up.

There is this exception to this rule; that if you play for a single hit only, and that your playing that throw otherwise gives you a better chance for the hit, you ought not to take up that man.

III. Never be deterred from taking up any one man of your adversary's by the apprehension of his hitting you with double dice, because the fairest probability your adversary has of hitting you, is 5 to 1 against him.

IV. If you should happen to have five points in your tables, and to have taken up one of your adversary's men, and are obliged to leave a blot out of your tables, take care, if it is in your power, rather to leave it upon doublets, than any other chance, because doublets are 35 to 1 against his hitting you, and any other chance is but 17 to 1 against him.

V. Two of your adversary's men in your tables are better for a hit, than any greater number, provided your game is forwardest; because his having three or more men in your tables, gives him more chances to hit you, than if he had only two men in them.

VI. If you are to leave a blot upon your entering of a man upon your adversary's tables, or otherwise, and have it in your choice to leave it upon what point you please, always chuse that which is the most disadvantageous to him. To illustrate this by an example; let us suppose it is his interest to hit you or take you up as soon as you enter; in that case you are to leave the blot upon his lowest point; that is to say, upon his deuce-point, rather than upon his trois-point, or upon his trois-point preferably to his quatre-point; or upon his quatre-point preferably to his cinque-point; because (as has been mentioned before) all the men your adversary plays upon his trois or his deuce-points are deemed as lost, being in a great measure out of play, those men not having it

in their power to make his cinque-point, and consequently his game will be crowded there and open elsewhere, whereby you will be able also much to annoy him.

VII. To prevent your adversary from bearing his men to the greatest advantage, when you are running to save your gammon; as for instance. suppose you should have two men upon his ace-point, and several other men abroad, though you should lose one point or two in putting your men into your tables, yet it is your interest to leave a man upon your adversary's ace-point; which will have this consequence, that it will prevent his bearing his men to his greatest advantage, and will also give you the chance of his making a blot, which you may chance to hit. But if upon a calculation, you find that you have a throw, or a probability of saving your gammon, never wait for a blot, because the odds are greatly against hitting it.

Cases, put by way of Example, to shew how to calculate the Odds of saving or winning a Gammon.

I. SUPPOSE your tables are made up, and that you have taken up one of your adversary's men; and suppose your adversary has so many men abroad as require three throws to put them in his tables:

Quere. Whether you have the better of a gammon or not?

Ans. It is about an equal wager that you gammon him.

Because, in all probability, you will have bore two men before you open your tables, and when you bear the third man, you will be obliged to open your five or cinque-point: in that case it is probable, that your adversary must take two throws before he enters his man in your tables, and two throws more before he puts that man into his own tables, and three throws more to put into his own tables the men which he has abroad, which

in all make seven throws: and as you have twelve men to bear, these probably will take seven throws in bearing, because you may twice be obliged to make an ace, or a deuce, before you can bear all your men.

N. B. No mention is made of doublets of either side, that event being equal to each party.

The foregoing case being duly attended to, shews it is in your power to calculate very nearly the odds of saving or winning a gammon upon most occasions.

II. Suppose I have three men upon my adversary's ace-point, and five points in my tables, and that my adversary has all his men in his tables, three upon each of his five highest points:

Quere. Whether the probability is for his gammoning me, or not?

Answer.

	<i>Points.</i>
For his bearing 3 men from his 6 point,	is 18
from his 5 point,	— 15
from his 4 point,	— 12
from his 3 point,	— 9
from his 2 point,	— 6
	—
Total	60

To bring my three men from my adversary's ace-point, to my five-point in my tables, being for each 18 points, make in all	54
	—

The remainder is 6

And as, besides the six points in your favour, there is a further consideration to be added for you, which is, that your adversary may make one or two blots in bearing, as is frequently the case, you see by this calculation, that you have greatly the better of the probability of saving your gammon.

N. B. This case is supposed upon an equality of throwing.

III. Suppose I leave two blots, either of which cannot be hit but by two double dice: to hit the one, that cast must be eight, and to hit the other it must be nine; by which means my adversary has only one die to hit either of them:

Quere. What are the odds of his hitting either of these blots?

Ans. The chances on two dice are in all 36

The chances to hit 8 are,	{	6 and 2 twice,	—	2
		5 and 3 twice,	—	2
		2 deuces,	—	1
		2 fours,	—	1
The chances to hit 9 are,	{	6 and 3 twice,	—	2
		5 and 4 twice,	—	2
		2 trois,	—	1

Total chances for hitting, — 11

Remain chances for not hitting, — 25

So that it is 25 to 11 that he will not hit either of those blots.

IV. To give another example, let us suppose that I leave two other blots than the former, which cannot be hit but by double dice, the one must be hit by eight, and the other by seven:

Quere. What are the odds of my adversary's hitting either of these blots?

Ans. The chances on two dice are in all, 36

The chances to hit 8 are,	{	6 and 2 twice,	—	2
		5 and 3 twice,	—	2
		two fours,	—	1
		two deuces,	—	1
The chances to hit 7 are,	{	6 and 1 twice,	—	2
		5 and 2 twice,	—	2
		4 and 3 twice,	—	2

Total chances for hitting, — 12

Remain chances for not hitting, — 24

Therefore it is two to one that I am not hit.

The like method is to be taken with three, four, or five blots upon double dice; or with blots made upon double and single dice at the same time; you are then only to find out (by the table of 36 chances) how many there are to hit any of those blots, and add all together in one sum, which subtract from the number 36, which is the whole of the chances upon two dice: so doing resolves any question required.

V. The following cases are to shew a way of calculating, which may be called a mechanical way of solving of questions of the like nature.

I would know what are the odds of throwing 7 twice, before 10 once?

Ans. It is 5 to 4 that 10 is thrown once before 7 is thrown twice, which is demonstrated as follows:

Suppose the stake depending is nine pounds, my first throw entitles me to have one third part of that money, because 7 has six chances for it, and 10 has but three chances, and therefore it is two to one.

	<i>l.</i>	<i>s.</i>	<i>d.</i>
For the first throw, <u> </u>	3	0	0
Having taken 3 <i>l.</i> out of the 9 <i>l.</i> for the first throw, the remainder is 6 <i>l.</i> out of which a third part is to be taken for the second throw <u> </u>	2	0	0
	<hr/>		
The total is,	5	0	0
Remains,	4	0	0
	<hr/>		
The whole stake is	9	0	0
	<hr/>		

VI. I would know what are the odds of entering a man upon any certain point in two throws?

Ans. Suppose 36 shillings is the whole stake depending, I would know what is my share of that stake, hav-

ing laid 18 shillings that I enter in two throws? by the calculations in the table of 36 chances, it is found that I have 11 chances out of the 36 for entering the first throw, for which therefore I am entitled to 11 out of the 36 shillings.

	s.	d.
The stake is,	36	0
For the first throw,	11	0

Remains,	25	0
----------	----	---

The remainder being 25 shillings, is to be divided into 36 equal parts, of which I am entitled to eleven of those parts, which make, 7s. 7½d. for the second throw,

7	7	½
---	---	---

Adding this to the other 11 shillings, makes my share of the stake to be

18	7	½
----	---	---

Then my adversary's share will be,

17	4	½
----	---	---

Total of the stake	36	0	0
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Therefore it is very nearly 15 to 14 in favour of entering a man upon any certain point in two throws.

Critical Case for a Back-Game.

I. **L**ET us suppose A plays the fore-game, and that all his men are placed in the usual manner.

For B's game let us suppose, that 14 of his men are placed upon his adversary's ace-point, and 1 man upon his adversary's deuce-point, and that B is to throw:

Quere. Which game is likeliest to win the hit?

Ans. A's is the best by gold to silver, or 21 *for*, to 20 *against*; because, if B misses an ace to take his adversary's deuce-point, which is 25 to 11 against him, A is in that case to take up B's men in his tables, either

singly, or to make points; and if B secures either A's deuce or trois-point, in that case, A is to lay as many men down as possible, in order to be hit, that thereby he may get a back-game.

When you are pretty well versed in the game of back-gammon, by practising this back-game, you will become a greater proficient in the game than by any other method, because it clearly demonstrates the whole power of the back-game.

II. *Back-game.* Let us suppose A to have five men placed upon his five-point, five men upon his quatre-point, and five men upon his deuce-point, all in his own tables:

And let us suppose B to have 3 men placed upon A's ace-point, 3 men upon A's trois-point, and 3 men upon A's cinque-point; let B also have 3 men upon his five-point in his own tables, and 3 men placed out of his tables, in the usual manner.

Quere. Who has the better of the hit?

Ans. It is an equal game; but to play it critically, the difficulty lies upon B, who is, in the first place, to endeavour to gain his cinque and quatre-points in his own tables; and when that is effected, he is to play two men from A's cinque-point, in order to oblige his adversary to blot, by throwing an ace, which if B hits, he will have the fairest probability of winning the hit.

III. *Back-game.* Suppose A has 3 men upon B's ace-point, and 3 men upon B's deuce-point, also 3 men upon his five-point in his own tables, and 3 men upon his usual point out of his tables, and 3 men where his 5 men are usually placed in his adversary's tables:

And let us suppose B has his men placed in the same manner, both in his own and his adversary's tables, with this difference only, *viz.* instead of having three men put upon A's deuce-point, let them have three men upon A's trois-point:

Quere. Who has the best of the hit?

Ans. A; because the ace and trois-points are not so good for a hit, as the ace and deuce points in your adversary's tables, for this reason; because, when you are bearing your men, you have the deuce-point in your own tables to play your men upon, which often prevents your making a blot, which must happen otherwise to your adversary; and take care to lay down men to be hit as often as you can, in order to keep your game backward; and for the same reason, avoid hitting any blots which your adversary makes.

IV. Cases of Curiosity and Instruction.

Let us suppose A has his 15 men upon B's ace-point, B is supposed to have his bar-point, also his six, cinque, quatre, and trois-points in his own tables:

Quere. How many throws is A likely to take to bring his 15 men into his own tables, and to bear them?

Ans. You may undertake to do it in seventy-five throws.

It is odds in A's favour that he throws an ace in two throws; it is also odds in A's favour that he throws a six in two throws; when these events happen, A has a probability of not wanting above two or three throws to play till he has got all his fifteen men into his own tables: therefore by a former rule laid down to bring your men home, and also for bearing your men, you may be able to find out the probability of the number of throws required. *Note,* B stands still, and does not play.

V. Where A and B shall play as fast as usual, and yet B shall make the hit last, probably, for many hours.

We will suppose B to have bore 13 men, and that A has taken up the two remaining men.

And let us suppose that A has 15 men in B's tables *viz.* three men upon his six-point, three upon his cinque-point, three upon his quatre-point, three upon

his trois-point, two upon his deuce-point, and one upon his ace-point.

The method which A is to take, is this: let him bring his 15 men home, by always securing six close points, till B has entered his two men, and brought them upon any certain point; as soon as B has gained that point, A must open an ace, deuce, or trois, or all three; which effected, B hits one of them, and A, taking care to have two or three men in B's tables, is ready to hit that man; and also, he being assured of taking up the other man, has it in his power to prolong the hit to almost any length, provided he takes care not to open such points as two fours, two fives, or two sixes, but always to open the ace, deuce, or trois-points, for B to hit him.

VI. I would know what are the odds upon two dice, for throwing two sixes, two fives, or two fours, in three throws? which, by mechanical calculation, may be found thus:

Ans. Supposing 36 shillings to be the stake depending, the thrower will be entitled to have for his first throw

s.	d.
3	0

Which deducted out of 36, remains 33; which divided again into 36 parts, make so many eleven pences, out of which the thrower is to have 3 for his second throw

2	9
---	---

The remainder, 30 shillings and 3 pence, is again to be divided into 36 parts; dividing the 30 shillings so, make so many ten pences, and the 3 pence divided into so many parts, make so many thirds of farthings, of which the thrower is to have 3 parts for his share for his third throw

2	6 $\frac{1}{4}$
---	-----------------

Total for the thrower,

8	3 $\frac{1}{4}$
---	-----------------

So that it is 27s. 8d. $\frac{3}{4}$ to 8s. 3d. $\frac{1}{4}$ against the thrower; which, reduced into the smallest number, is very nearly as 10 to 3, that two fixes, two fives, or two fours, are not thrown in two throws.

VII. *Back-game.* Suppose A to have 2 men upon his size-point in his own tables, 3 men upon his usual point out of his tables, 2 men upon the point where his 5 men are usually placed in his adversary's tables, 5 men upon his adversary's ace-point, and 3 men upon his adversary's quatre-point.

And let us suppose B to have 2 men upon his size-point in his own tables, 3 men upon his usual point out of his tables, 2 men upon the point where his 5 men are usually placed in his adversary's tables, 5 men upon his adversary's ace-point, and 3 men upon his adversary's trois-point.

Quere. Who has the fairest chance to win the hit?

Ans. A has, because he is to play either an ace or a deuce, from his adversary's ace point, in order to make both these points as occasion offers; and having the quatre-point in his adversary's tables, he may more easily bring those men away, if he finds it necessary, and he will also have a resting place by the conveniency of that point, which at all times in the game will give him an opportunity of running for the hit, or staying, if he thinks proper. Whereas B cannot so readily come from the trois-point in his adversary's tables.

I. Let us suppose A and B place their men in the following manner for a hit:

Suppose A to have 3 men upon his size-point in his own tables, 3 men upon his usual point out of his tables, and 9 men upon his adversary's ace, deuce, and trois-points, 3 men to be placed upon each point; and suppose B's men to be placed in his own, and in his adversary's tables, in the same order and manner.

The result is, that the best player ought to win the hit; and the dice are to be thrown for, the situation being perfectly equal in A's and B's game.

If A throws first, let him endeavour to gain his adversary's cinque-point; when that is effected, let him lay as many blots as possible, to tempt B to hit him; for every time that B hits them will be in A's favour, because it puts him backward; and let A take up none of B's men for the same reason.

A is always to endeavour to take care to have three men upon each of his adversary's ace and deuce-points; because when B makes a blot, these points will remain secure, and by recourse had to a former case (Numb. V. p. 188.) when A has bore 5, 6, or more men, yet A may secure 6 close points out of his tables, in order to prevent B from getting his man home: and by recourse had to the calculations, he may easily find out (in case he makes up his tables) who has the better of the hit; and if he finds that B is the forwardest, he is then to endeavour to lay such blots, to be taken up by his adversary, as may give him a chance for taking up another man, in case B should happen to have a blot at home.

Those who play the foregoing game well, may be ranked in the first class.

II. *A Case of Curiosity.* A and B play at back-gammon; A has borne 13 men, and has 2 men to bear upon his deuce-point; B has 13 men in his own tables, with two men to enter. B is to throw, and to name the throws both for himself and A, but not to hit a blot of either side.

Ques. What throw is B to name for both parties, in order to save his gammon.

Ans. B calls for himself two aces, which enters his 2 men upon A's ace point. B also calls 2 aces for A, and consequently A cannot either bear a man, nor play one; then B calls for 2 sixes for himself, and carries one

man home upon his size-point in his own tables, and the other he places upon his adversary's bar-point: B also calls size-ace for A, so that A has one man left to bear, and then B calls for himself either 2 sixes, 2 fives, or 2 fours, any of which bear a man, in case he has men in his tables upon those points, and to save his gammon.

III. The following question is to be attended to, as being critical and instructive.

Suppose that both yours and your adversary's tables are made up.

Also that you have 1 man to carry home, but that he has two men on your bar-point to carry home, which lie in wait to catch your man, and that if you pass him you are to win the hit: suppose also that you have it in your choice to run the risk of being hit, by 7 or by 8, both of which are chances upon double dice:

Quere. Which of these chances is it best for you to venture?

Ans. That of 7, for the following reasons:

First. Because that the chances of being hit by 7 or 8, are equal.

Secondly. If he does not hit 7, you will then have in your favour 23 chances to 13, that by your next throw you either hit him or pass beyond him.

Thirdly. In case your second throw should happen to be under 7, and that consequently you cannot hit him, yet you may play that cast at home, and consequently leave the blot upon double dice.

Whereas if, on the contrary, you had made choice of leaving the blot upon 8, you would have made a bad choice, for the reasons following:

First. Because the chances of being hit by 7 or by 8, are only equal.

Secondly. Because, if you should escape the being hit by 8, yet you would then have but 17 chances in your

favour, against 19, for either hitting him, or passing beyond him by your next throw.

Thirdly. In case your second throw should happen to be size-ace, which is short of him, you would then be obliged to play the man that is out of your tables, not being able to play the six at home, and consequently to leave a blot to be hit by a single (or flat) die; which event, upon supposition that you play for 18 shillings a game, would entitle him to 11 shillings of the whole stake depending.

THE LAWS OF BACK-GAMMON.

1st. If you take a man from any point, that man must be played; the same must be done if two men are taken from it.

2^d. You are not understood to have played any man, till you have placed him upon a point, and quitted him.

3^d. If you play with 14 men only, there is no penalty attending it, because by playing with a lesser number than you are entitled to, you play to a disadvantage, by not having the additional man to make up your tables.

4th. If you bear any number of men before you entered a man taken up, and which consequently you was obliged to enter, such men, so borne, must be entered again in your adversary's tables, as well as the men taken up.

5th. If you have mistaken your throw, and played it, and if your adversary has thrown, it is not in your or his choice to alter it, unless both parties agree to it.

MR. PAYNE'S GAME OF DRAUGHTS. INTRODUCTION.

I. THE draught table must be placed with an upper white corner towards the right hand.

II. The table being properly placed, I number the white squares in order from 1 to 32.

III. The black pieces are placed upon the first twelve squares in all the following games.

IV. The letters N, C, F, T, at the head of each game, stand for *number, colour, from, to*.

V. For the playing of any move required, the numbers may be wrote upon the board itself, near a corner of each square, so as to be easily seen when the men are placed. Or a table may be drawn upon paper or card, and the squares numbered as in the following figure, and such a table will be a ready guide to any move directed.

DRAUGHT TABLE.

	1		2		3		4
5		6		7		8	
	9		10		11		12
13		14		15		16	
	17		18		19		20
21		22		23		24	
	25		26		27		28
29		30		31		32	

GAME I.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	11,25		37	B	14,18	
2	W	22,18		20	W	32,27		38	W	16,11	
3	B	15,22		21	B	5,14		39	B	7,16	
4	W	25,18		22	W	27,23		40	W	20,11	
5	B	8,11		23	B	6,10		41	B	18,23	
6	W	29,25		24	W	16,12		42	W	11, 8	
7	B	4, 8		25	B	8,11		43	B	23,27	
8	W	25,22		26	W	28,24		44	W	8, 4	
9	B	12,16		27	B	25,29		45	B	27,31	
10	W	24,20		28	W	30,25		46	W	4, 8	
11	B	10,15		29	B	29,22		47	B	31,27	
12	W	27,24		30	W	26,17		48	W	24,20	
*											
13	B	16,19		31	B	11,15		49	B	27,23	
14	W	23,16		32	W	20,16		50	W	8,11	
15	B	15,19		33	B	15,18		51	B	23,18	
16	W	24,15		34	W	24,20		52	W	11, 8	
17	B	9,14		35	B	18,27		53	B	18,15	
18	W	18,9		36	W	31,24	3c.	W	loses.		

* 12 White loses the Game by this move.

 GAME II.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15	19	B	5,14	37	B	10,17			
2	W	22,18	20	W	24,19	38	W	21,14			
3	B	15,22	21	B	15,24	39	B	30,25			
4	W	25,18	22	W	28,19	40	W	14, 9			
5	B	8,11	23	B	14,17	41	B	11,15			
6	W	29,25	24	W	32,27	42	W	9, 6			
7	B	4, 8	25	B	10,14	43	B	2, 9			
8	W	25,22	26	W	27,24	44	W	13, 6			
9	B	12,16	27	B	3, 7	45	B	15,18			
10	W	24,20	28	W	30,25	46	W	6, 2			
11	B	10,15	29	B	6, 9	47	B	7,10			
12	W	21,17	30	W	13, 6	48	W	2, 6			
13	B	7,10	31	B	1,10	49	B	10,14			
14	W	27,24	32	W	22,13	50	W	6, 9			
15	B	8,12	33	B	14,18	51	B	25,21			
16	W	17,13	34	W	23,14	52	W	31,26			
17	B	9,14	35	B	16,30	53	B	14,17			
18	W	18, 9	36	W	25,21	&c.		drawn.			

 GAME III.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15	19	B	16,23	37	B	12,19			
2	W	22,18	20	W	26,10	38	W	24, 8			
3	B	15,22	21	B	14,23	39	B	3,12			
4	W	25,18	22	W	27,18	40	W	13, 9			
5	B	8,11	23	B	6,15	41	B	14,18			
6	W	29,25	24	W	13, 6	42	W	28,24			
7	B	4, 8	25	B	1,10	43	B	18,23			
8	W	25,22	26	W	31,26	44	W	24,19			
9	B	10,15	27	B	5, 9	45	B	23,27			
10	W	24,20	28	W	26,23	46	W	19,15			
11	B	12,16	29	B	9,13	47	B	27,32			
12	W	21,17	30	W	23,19	48	W	15,11			
13	B	7,10	31	B	13,17	49	B	32,27			
14	W	17,13	32	W	22,13	50	W	9, 5			
15	B	8,12	33	B	5,22	51	B	27,23			
16	W	28,24	34	W	32,28	52	W	5, 1			
17	B	10,14	35	B	10,14	53	B	22,26			
18	W	23,19	36	W	19,16	&c.		drawn.			

 GAME IV.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18	19	W	25,22	37	W	32,23			
2	B	11,15	20	B	16,20	38	B	6,10			
3	W	18,11	21	W	19,16	39	W	13, 6			
4	B	8,15	22	B	20,27	40	B	2, 9			
5	W	21,17	23	W	31,24	41	W	17,13			
6	B	4, 8	24	B	12,19	42	B	9,14			
7	W	17,13	25	W	23,16	&c.		drawn.			
8	B	8,11	26	B	10,14						
9	W	25,22	27	W	17,10						
10	B	9,14	28	B	7,14						
11	W	29,25	29	W	24,19						
12	B	5, 9	30	B	15,24						
13	W	23,19	31	W	28,19						
14	B	14,17	32	B	1, 5						
15	W	27,23	33	W	22,17						
16	B	17,21	34	B	14,18						
17	W	22,17	35	W	16, 3						
18	B	11,16	36	B	18,27						

 GAME V.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18	19	W	25,22	37	W	9, 5			
2	B	11,15	20	B	7,11	38	B	19,24			
3	W	18,13	21	W	24,20	39	W	5, 1			
4	B	8,15	22	B	15,24	40	B	11,16			
5	W	21,17	23	W	28,19	41	W	20,11			
6	B	4, 8	24	B	10,14	42	B	7,16			
7	W	17,13	25	W	17,10	43	W	1, 5			
8	B	8,11	26	B	6,24	44	B	16,20			
9	W	25,22	27	W	13, 6	45	W	5, 9			
10	B	9,14	28	B	1,10	46	B	24,27			
11	W	29,25	29	W	22,17	&c.		drawn.			
12	B	5, 9	30	B	24,28						
13	W	23,19	31	W	17,13						
14	B	14,17	32	B	3, 7						
15	W	27,23	33	W	13, 9						
16	B	17,21	34	B	16,19						
17	W	22,17	35	W	23,16						
18	B	11,16	36	B	12,19						

 GAME VI.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22, 18	19	W	24, 19	37	W	27, 23			
2	B	11, 15	20	B	15, 24	38	B	16, 20			
3	W	18, 11	21	W	28, 19	39	W	31, 27			
4	B	8, 15	22	B	6, 10	40	B	6, 9			
5	W	25, 22	23	W	22, 17	41	W	18, 15			
6	B	4, 8	24	B	13, 22	42	B	9, 18			
7	W	29, 25	25	W	26, 17	43	W	23, 14			
8	B	8, 11	26	B	11, 15	44	B	12, 16			
9	W	23, 18	27	W	32, 28	45	W	19, 12			
10	B	9, 13	28	B	15, 24	46	B	10, 19			
11	W	18, 14	29	W	28, 19	47	W	12, 8			
12	B	10, 17	30	B	1, 6	&c.		drawn.			
13	W	21, 14	31	W	30, 26						
14	B	6, 10	32	B	3, 8						
15	W	25, 21	33	W	26, 23						
16	B	10, 17	34	B	8, 11						
17	W	21, 24	35	W	23, 18						
18	B	2, 6	36	B	11, 16						

 GAME VII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	23,18		37	W	29,22	
2	B	11,15		20	B	11,16		38	B	14,18	
3	W	18,11		21	W	27,23		39	W	23,14	
4	B	8,15		22	B	16,20		40	B	6,10	
5	W	21,17		23	W	32,27		41	W	15, 6	
6	B	4, 8		24	B	10,14		42	B	2,25	
7	W	17,13		25	W	17,10		43	W	19,15	
8	B	8,11		26	B	7,14		44	B	25,30	
9	W	23,19		27	W	18, 9		45	W	27,23	
10	B	9,14		28	B	5,14		46	B	20,27	
11	W	25,21		29	W	13, 9		47	W	31,24	
12	B	14,18		30	B	6,13		48	B	30,26	
13	W	26,23		31	W	19,15		49	W	23,18	
14	B	18,22		32	B	1, 6		50	B	26,22	
15	W	30,26		33	W	24,19		51	W	18,14	
16	B	15,18		34	B	3, 7		52	B	12,16	
17	W	26,17		35	W	28,24		53	W	15,11	
18	B	18,22		36	B	22,25	&c.			drawn.	

GAME VIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18	19	W	27,18						
2	B	11,15	20	B	7,16						
3	W	18,11	21	W	24,20						
4	B	8,15	22	B	16,19						
5	W	21,17	23	W	18,15						
6	B	4, 8	24	B	19,23						
7	W	23,19	25	W	15,11						
8	B	8,11	26	B	10,14						
9	W	17,13	27	W	11, 8						
10	B	9,14	28	B	22,26						
11	W	25,21	29	W	31,22						
12	B	14,18	30	B	14,17						
13	W	26,23	31	W	21,14						
14	B	18,22	32	B	6, 9						
15	W	23,18	33	W	13, 6						
16	B	11,16	34	B	1, 26						
17	W	18,11	35	W	8, 4						
18	B	16,23	&c.		drawn.						

 GAME IX.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,17	19	W	30,26						
2	B	11,15	20	B	6, 9						
3	W	25,22	21	W	19,15						
4	B	8,11	22	B	11,16						
5	W	29,25	23	W	25,21						
6	B	9,13	24	B	16,19						
			*								
7	W	17,14	25	W	23,16						
8	B	10,17	26	B	12,19						
9	W	21,14	27	W	32,28						
10	B	4, 8	28	B	1, 6						
11	W	24,19	29	W	15,11						
12	B	15,24	30	B	7,16						
13	W	28,19	31	W	14,10						
14	B	11,16	32	B	6,15						
15	W	22,18	33	W	18,11						
16	B	16,20	34	B	2, 6						
17	W	26,22	35	W	22,18						
18	B	8,11	36	B	loses.						

* 24 Black loses the game by this move.

GAME X.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15	19	B	15,24						
2	W	22,17	20	W	28,19						
3	B	8,11	21	B	7,11						
4	W	25,22	22	W	22,18						
5	B	9,13	23	B	13,22						
6	W	23,18	24	W	18, 9						
7	B	6, 9	25	B	6,13						
8	W	27,23	26	W	25,18						
9	B	9,14	27	B	3, 8						
10	W	18, 9	28	W	18,14						
11	B	5,14	29	B	10,17						
12	W	30,25	30	W	21,14						
13	B	1, 6	31	B	11,16						
14	W	24,19	32	W	14, 9						
15	B	15,24	33	B	2, 7						
16	W	28,19	34	W	9, 6						
17	B	11,15	35	B	7,10						
18	W	32,28	&c.		drawn.						

 GAME XI.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15	19	B	4, 8						
2	W	22,17	20	W	24,19						
3	B	8,11	21	B	16,23						
4	W	25,22	22	W	26,19						
5	B	11,16	23	B	8,11						
6	W	23,18	24	W	31,26						
7	B	3, 8	25	B	2, 7						
8	W	18,11	26	W	26,23						
9	B	8,15	27	B	11,15						
10	W	24,19	28	W	32,28						
11	B	15,24	29	B	15,24						
12	W	27,11	30	W	28,19						
13	B	7,16	31	B	7,11						
14	W	22,18	32	W	30,26						
15	B	9,14	33	B	11,15						
16	W	18, 9	34	W	19,16						
17	B	5,14	35	B	12,19						
18	W	28,24	&c.		drawn.						

GAME XII.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15	19	B	16,23	37	B	7,11			
2	W	22,17	20	W	31,26	38	W	24,20			
3	B	8,11	21	B	14,18	39	B	15,24			
4	W	25,22	22	W	26,19	40	W	28,19			
5	B	11,16	23	B	18,22	41	B	11,15			
6	W	23,18	24	W	17,14	42	W	30,25			
7	B	15,19	25	B	10,17	43	B	15,24			
8	W	24,15	26	W	21,14	44	W	25,18			
9	B	10,19	27	B	3, 7	45	B	1, 6			
10	W	17,13	28	W	14, 9	46	W	5, 1			
11	B	9,14	29	B	4, 8	47	B	6,13			
12	W	18, 9	30	W	9, 5	&c.		drawn.			
13	B	5,14	31	B	8,11						
14	W	22,17	32	W	32,27						
15	B	7,10	33	B	6,10						
16	W	27,24	34	W	27,23						
17	B	19,23	35	B	11,15						
18	W	26,19	36	W	13, 9						

 GAME XIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,17		19	W	26,17					
2	B	11,15		20	B	3, 8					
3	W	25,22		21	W	32,28					
4	B	9,13		22	B	11,15					
5	W	23,18		23	W	18,11					
6	B	6, 9		24	B	8,24					
7	W	18,11		25	W	28,19					
8	B	8,15		26	B	4, 8					
9	W	27,23		27	W	17,13					
10	B	9,14		28	B	2, 6					
11	W	30,25		29	W	25,22					
12	B	5, 9		30	B	8,11					
13	W	24,19		31	W	31,26					
14	B	15,24		32	B	11,16					
15	W	28,19		33	W	22,17					
16	B	7,11		34	B	14,18					
17	W	22,18		35	W	23, 7					
18	B	13,22		&c.		drawn.					

GAME XIV.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11, 15	19	B	9, 13						
2	W	22, 17	20	W	22, 28						
3	B	8, 11	21	B	1, 6						
4	W	17, 13	22	W	21, 17						
5	B	4, 8	23	B	14, 21						
6	W	23, 19	24	W	23, 14						
7	B	15, 18	25	B	10, 26						
8	W	24, 20	26	W	19, 1						
9	B	11, 15	27	B	13, 17						
10	W	28, 24	28	W	30, 23						
11	B	8, 11	29	B	21, 30						
12	W	26, 23	30	W	1, 6						
13	B	9, 14	31	B	3, 8						
14	W	31, 26	32	W	6, 2						
15	B	6, 9	33	B	7, 10						
16	W	13, 6	34	W	23, 19						
17	B	2, 9	35	B	10, 14						
18	W	26, 22	&c.		drawn.						

GAME XVI.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18	19	W	21,17						
2	B	11,16	20	B	1, 6						
3	W	25,22	21	W	17,13						
4	B	10,14	22	B	3, 7						
5	W	29,25	23	W	28,24						
6	B	16,20	24	B	12,16						
7	W	24,19	25	W	26,23						
8	B	8,11	26	B	8,12						
9	W	19,15	27	W	23,19						
10	B	4, 8	28	B	16,23						
11	W	22,17	29	W	31,26						
12	B	7,10	30	B	7,10						
*											
13	W	25,22	31	W	26,19						
14	B	10,19	32	B	11,16						
15	W	17,10	33	W	18,11						
16	B	6,15	34	B	16,23						
17	W	23, 7	35	W	27,18						
18	B	2,11	&c.	B	loses.						

* 12 Black loses the game by this move.

 GAME XVII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	23,16		37	W	23,18	
2	B	11,16		20	B	14,23		38	B	15,19	
3	W	25,22		21	W	27,18		39	W	18,14	
4	B	10,14		22	B	20,27		40	B	19,23	
5	W	29,25		23	W	31,24		41	W	22,18	
6	B	8,11		24	B	11,27		42	B	13,17	
7	W	24,19		25	W	32,23		43	W	18,15	
8	B	16,20		26	B	7,10		44	B	23,27	
9	W	19,15		27	W	15,11		45	W	25,22	
10	B	4, 8		28	B	8,15		46	B	21,30	
11	W	22,17		29	W	18,11		47	W	14,10	
12	B	12,16		30	B	10,15		48	B	30,26	
13	W	17,10		31	W	21,17		49	W	23,19	
14	B	7,14		32	B	3, 7		50	B	26,23	
15	W	26,22		33	W	11, 2		51	W	19,16	
16	B	2, 7		34	B	9,13		52	B	23,18	
17	W	28,24		35	W	2, 9		53	W	16,11	
18	B	16,19		36	B	5,21	&c.			drawn.	

GAME XVIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	4, 8		37	B	6, 9	
2	W	22,17		20	W	25,22		38	W	32,23	
3	B	9,13		21	B	8,11		39	B	9,27	
4	W	17,14		22	W	22,18		&c.	W	loses.	
5	B	10,17		23	B	11,16					
6	W	21,14		24	W	27,23					
7	B	8,11		25	B	16,20					
8	W	24,19		26	W	31,27					
9	B	15,24		27	B	13,17					
10	W	28,19		28	W	30,26					
11	B	11,16		29	B	1, 6					
12	W	25,21		30	W	18,15					
				*							
13	B	6, 9		31	B	20,14					
14	W	29,25		32	W	27,20					
15	B	9,18		33	B	7,10					
16	W	23,14		34	W	14, 7					
17	B	16,23		35	B	2,27					
18	W	26,18		36	W	21,14					

* 30 White loses the game by this move.

 GAME · XIX.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	4, 8		37	B	7,11	
2	W	22,17		20	W	25,22		38	W	15, 8	
3	B	9,13		21	B	8,11		39	B	3,19	
4	W	17,14		22	W	22,17		40	W	27,23	
5	B	10,17		23	B	11,16		41	B	18,27	
6	W	21,14		24	W	27,23	&c.			drawn.	
7	B	8,11		25	B	16,20					
8	W	24,19		26	W	31,27					
9	B	15,24		27	B	13,17					
10	W	28,19		28	W	30,26					
11	B	11,16		29	B	1, 6					
12	W	25,21		30	W	19,16					
13	B	6, 9		31	B	12,19					
14	W	29,25		32	W	22,16					
15	B	9,18		33	B	6, 9					
16	W	23,14		34	W	18,15					
17	B	16,23		35	B	9,18					
18	W	26,19		36	W	21,14					

 GAME XX.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,16		19	B	7,14					
2	W	22,18		20	W	32,27					
3	B	16,19		21	B	3, 7					
4	W	23,16		22	W	27,24					
5	B	12,19		23	B	7,10					
6	W	24,15		24	W	24,15					
7	B	10,19		25	B	10,19					
8	W	25,22		26	W	31,27					
9	B	9,14		27	B	8,11					
10	W	18, 9		28	W	29,25					
11	B	5,14		29	B	6,10					
12	W	22,17		30	W	27,23					
13	B	7,10		31	B	11,16					
14	W	27,24		32	W	25,22					
15	B	2, 7		33	B	10,15					
16	W	24,15		34	W	22,17					
17	B	10,19		35	B	15,18					
18	W	17,10		&c.		drawn.					

CRITICAL SITUATIONS TO DRAW GAMES.

First Situation.

ON No. 3, 4 black kings; on No. 15 a white king, and white to move.

W 15, 11 B 3, 8 W 11, 7 B 8, 12
W 7, 11 &c.

Second Situation.

No. 5 a black man, 9 a black king; 7 a white king, and white to move.

W 7, 10 B 9, 13 W 10, 14 B 13, 9
W 14, 10 &c.

Third Situation.

No. 3, 4, 12 black kings; 10, 11 white kings, and black to move.

B 3, 8 W 10, 15 B 8, 3 W 15, 19
B 12, 8 W 19, 15 &c.

Fourth Situation.

No. 13 a black man, 14, 15 black kings; 22, 23 white kings, and black to move.

B 14, 17 W 23, 26 B 15, 10 W 22, 25
B 17, 21 W 25, 22 B 10, 14 W 26, 30
B 14, 17 W 22, 18 B 17, 14 &c.

Fifth Situation.

No. 18, 19 black kings, 28 a black man; 27, 32 white kings, and white to play.

W 27, 24 B 18, 15 W 24, 20 B 15, 11
W 20, 24 B 19, 23 W 24, 20 &c.

Sixth Situation.

No. 21 a black man, 22, 23, 24 black kings; 30 a white man, 31, 32 white kings, and black to move.

B 24, 28 W 31, 27 B 23, 19 W 27, 31
B 19, 24 W 32, 27 B 24, 20 W 27, 32
B 22, 18 W 31, 27 B 18, 15 W 27, 31
B 15, 19 W 31, 27 &c.

CRITICAL SITUATIONS TO WIN GAMES.

First Situation.

No. 21 a black man, 25 a black king; 26, 27 white kings, and either to move.

B 25, 29	W 27, 23	B 29, 25	W 23, 18
B 25, 29	W 18, 22	B 21, 25	W 26, 30

Second Situation.

No. 1, 2 black kings; 10, 11 white kings; 5 a white man, and either to play.

W 10, 14	B 2, 6	W 14, 17	B 6, 9
W 17, 13	B 9, 6	W 11, 16	B 6, 2
W 16, 19	B 2, 6	W 19, 23	B 6, 2
W 13, 9	B 1, 6	W 23, 18	B 6, 13
W 18, 14	B 13, 9	W 14, 10	<i>Ec.</i>

Set the Men as before.

B 2, 6	W 11, 15	B 6, 9	W 15, 18
B 9, 6	W 10, 14	B 6, 9	W 14, 17
B 9, 13	W 18, 22	B 13, 9	W 17, 13
B 9, 6	W 22, 18	B 6, 2	W 13, 9
B 1, 6	W 18, 14	B 6, 13	W 5, 1

Third Situation.

No. 1, 2 black kings, 3 a black man; 9, 10, 11 white kings, 12 a white man, and black to play.

B 1, 5	W 9, 13	B 5, 1	W 11, 15
B 2, 6	W 10, 14	B 6, 2	W 14, 9
B 1, 6	W 9, 5	B 6, 1	W 15, 11
B 2, 6	W 11, 7	B 3, 10	W 5, 9

Fourth Situation.

No. 5 a white king, 21 a white man; 6, 10 black kings; black being to move, may win thus:

B 6, 1	W 5, 9	B 10, 15	W 9, 5
B 15, 18	W 5, 9	B 1, 5	W 9, 6
B 18, 15	W 21, 17	B 5, 1	W 6, 9
B 15, 18	W 9, 5	B 18, 22	W 17, 14
B 1, 6	W 5, 1	B 6, 2	W 14, 10
B 22, 18	W 1, 5	B 18, 14	

Place the Men as before.

B 6, 1	W 5, 9	B 10, 15	W 21, 17
B 15, 18	W 17, 13	B 18, 15	W 9, 14
B 1, 5	W 14, 17	B 15, 10	W 17, 22
B 10, 14	W 22, 25	B 5, 1	W 25, 22
B 1, 6	W 22, 25	B 6, 10	W 25, 30
B 10, 15	W 30, 25	B 15, 13	&c.

Fifth Situation.

No. 1 a white king, 30 a white man, 5, 10 black kings; and black being to play may win.

B 9, 6	W 1, 5	B 6, 1	W 5, 9
B 1, 5	W 9, 13	B 10, 14	W 13, 9
B 14, 18	W 9, 6	B 18, 15	W 30, 25
B 15, 18	W 25, 21	B 5, 1	W 6, 9
B 18, 22	W 9, 5	B 1, 6	W 5, 1
B 6, 9	W 1, 5	B 9, 14	W 5, 1
B 22, 18	W 1, 5	B 18, 15	W 5, 1
B 15, 10	W 1, 5	B 10, 6	W 5, 1
B 14, 10	W 1, 5		

Now black has the fourth situation, and must consequently win.

Sixth Situation.

No. 22, 27 white kings, 18 a white man; 5 a black king, 20, 21 black men, and white being to play may win.

W 18, 14	B 5, 1	W 14, 9	B 1, 5
W 22, 17	B 5, 14	W 17, 10	B 21, 25
W 10, 15	B 25, 30	W 15, 19	B 30, 25
W 27, 32	B 25, 22	W 19, 24	B 20, 27
W 32, 23			

Seventh Situation.

No. 6, 24 black kings; 14, 18, 23 white kings, and either to move, white may win.

W 18, 15	B 6, 1	W 14, 9	B 2, 4 28
W 23, 19	B 1, 5	W 9, 6	B 28, 32
W 19, 24	B 5, 1	W 24, 19	&c.

Eighth Situation.

No. 1, 12, 16 black men, 13 a black king; 5, 6, 10 white men, 11 a white king, and black to play.

B 13, 9	W 11, 20	B 9, 2	W 20, 24
B 12, 16	W 24, 27	B 16, 19	W 27, 32
B 19, 24	W 32, 28	B 2, 6	W 28, 19
B 6, 24			

SITUATIONS FOR STROKES.

First Stroke.

ON No. 17 a black man, on No. 30 a black king; 18, 27 white kings, and white to play.

W 18, 22 B 17, 26 W 27, 31

Second Stroke.

No. 17, 27 white kings, 18 a black man; 29, 30 black kings, and white to play.

W 17, 22 B 18, 25 W 27, 23

Third Stroke.

No. 18, 19 white kings, 23 a white man; 31, 32 black kings, 20 a black man, and white to move.

W 19, 24 B 20, 27 W 18, 22

Fourth Stroke.

No. 9, 11, 21 black men, 29 a black king; 18, 24, 26, 30 white men, and white to move.

W 18, 14 B 9, 18 W 26, 22 B 18, 25
W 24, 19

Fifth Stroke.

No. 12, 21 black men, 27, 31 black kings; 20, 30 white men, 15, 18 white kings, and white to move.

W 30, 26 B 31, 22 W 18, 25 B 21, 30
W 20, 16 B 12, 19 W 15, 31

Sixth Stroke.

No. 7, 23 black kings; 9, 13 black men; 8, 21, 22 white men, 17 a white king, and white to move.

W 22, 18 B 13, 22 W 8, 3 B 23, 14
W 3, 26

Seventh Stroke.

No. 3, 13, 14 Black Men, 24 a black king; 15, 22 white kings, 19, 21 white men, and white to move.

W 21, 17 B 14, 21 W 15, 18 B 24, 15
W 18, 11

Eighth Stroke.

No. 1, 6, 9 black men, 18 a black king; 7 a white king, 13, 15 white men, and white to play.

W 15, 10 B 6, 15 W 13, 6 B 1, 10
W 7, 23

Ninth Stroke.

No. 6, 7 white kings, 9 a white man, 5 a black man, 14, 15 black kings, and white to play.

W 7, 10 B 14, 7 W 6, 2 B 5, 14
W 2, 9

Tenth Stroke.

No. 2, 6, 8, 22 black men; 15, 27, 30, 32 white men, and white to play.

W 15, 11 B 8, 15 W 30, 26 B 22, 31
W 32, 28 B 31, 24 W 28, 1

Eleventh Stroke.

No. 6, 26 white men, 22 a white king; 7, 15 black kings, 21 a black man, and white to play.

W 22, 25 B 21, 30 W 6, 2 B 30, 23
W 2, 27

Twelfth Stroke.

No. 2 a black man, 27, 31 black kings; 10 a white man, 14, 19 white kings, and white to move.

W 10, 7 B 2, 11 W 19, 15 B 11, 18
W 14, 32

Thirteenth Stroke.

No. 3, 13 black men, 25, 26 black kings; 11 a white man, 15, 16 white kings and white to move.

W 11, 7 B 3, 19 W 16, 21

Fourteenth Stroke.

No. 3 a black man, 26, 27 black kings; 11 a white man, 15, 16 white kings, and white to move.

W 11, 8 B 3, 19 W 15, 22

Fifteenth Stroke.

No. 1, 3, 5 black men, 25 a black king; 10, 14, 17 white men, 13 a white king, and white to move.

W 10, 6 B 1, 10 W 14, 7 B 3, 10
W 17, 14 B 10, 17 W 13, 29 &c.

Sixteenth Stroke.

No. 1, 6, 7, 10, 12, 14, 15 black men; 19, 20, 21, 22, 23, 26, 30 white men, and white to move.

W 20, 16 B 15, 24 W 22, 18 B 12, 19
W 18, 2

Seventeenth Stroke.

No. 2, 3, 16, 23 black men, 14 a black king; 1, 5 white kings, 9, 29, 31 white men, and black to move.

B 23, 27 W 31, 24 B 16, 19 W 24, 15
B 14, 10 W 15, 6 B 3, 7 W 29, 25
B 7, 10 W 25, 22 B 12, 14

Eighteenth Stroke.

No. 10, 13, 17 black men, 27 a black king; 19, 22, 26, 30, white men, and white to play.

W 26, 23 B 17, 26 W 19, 16 B 27, 18
W 30, 7

Nineteenth Stroke.

No. 1, 6, 10, 19, 20 black men; 13, 15, 27, 28, 31 white men, and white to play.

W 13, 9 B 6, 13 W 15, 6 B 1, 10
W 27, 24 B 20, 27 W 31, 6

Twentieth Stroke.

No. 1, 3, 5, 6, 7, 12, 20, 21 black men; 14, 15, 19, 23, 26, 27, 30, 32 white men, and white to play.

W 30, 25 B 21, 30 W 14, 10 B 7, 14
W 19, 16 B 12, 19 W 23, 16 B 30, 23
W 27, 2

Twenty-first Stroke.

No. 3, 6, 10, 13, 14, 17, 19 black men; 7, 20, 21, 22, 26, 30 white men, and black to move.

B 19,23	W 26,19	B 17,26	W 30,23
B 14,18	W 23,14	B 10,17	W 21,14
B 3,17			

Twenty-second Stroke.

No. 2, 7, 10, 11, 12, 13, 14, 21 black men; 9, 20, 22, 23, 26, 30, 31, 32 white men, and white to move.

W 20,16	B 11,20	W 19,15	B 10,19
W 23,16	B 12,19	W 22,17	B 13,22
W 26, 3			

Twenty-third Stroke.

No. 3, 5, 8, 10, 11, 15, 16, 22 black men, 17, 18, 20, 27, 28, 29, 31, 32 white men, and white to move.

W 31,26	B 22,31	W 18,14	B 31,24
W 14, 7	B 3,10	W 28, 3	

Twenty-fourth Stroke.

No. 5, 12, black men, 14, 29, 32 black kings; 8, 9, 30, 31 white men, 15 a white king, and white to move.

W 31,27	B 32,23	W 30,25	B 29,22
W 15,10	B 14, 7	W 8, 3	B 5,14
W 3,19			

THE LAWS OF CRICKET.

THE ball must weigh not less than five ounces and a half, nor more than five ounces and three quarters.

It cannot be changed during the game, but with consent of both parties.

The bat must not exceed four inches and one quarter in the widest part.

The stumps must be twenty-two inches, the bail six inches long.

The bowling-crease must be parallel with the stumps, three feet in length, with a return-crease.

The popping-crease must be three feet ten inches from the wickets; and the wickets must be opposite to each other, at the distance of twenty-two yards.

The party which goes from home shall have the choice of the innings and the pitching of the wickets, which shall be pitched within thirty yards of a centre fixed by the adversaries.

When the parties meet at a third place, the bowlers shall toss up for the pitching of the first wicket, and the choice of going in.

The bowler must deliver the ball with one foot behind the bowling-crease, and within the return-crease; and shall bowl four balls before he changes wickets, which he shall do but once in the same innings.

He may order the player at his wicket to stand on which side of it he pleases.

The striker is out if the bail is bowled off, or the stump bowled out of the ground:

Or if the ball, from a stroke over or under his bat, or upon his hands (but not wrists) is held before it touches the ground, though it be hugged to the body of the catcher:

Or if, in striking, both his feet are over the popping-crease, and his wicket is put down, except his bat is grounded within it:

Or if he runs out of his ground to hinder a catch:

Or if a ball is struck up, and he wilfully strikes it again:

Or if, in running a notch, the wicket is struck down by a throw, or with the ball in hand, before his foot, hand, or bat, is grounded over the popping-crease; but if the bail is off, a stump must be struck out of the ground by the ball:

Or if the striker touches or takes up the ball before it has lain still, unless at the request of the opposite party:

Or if the striker puts his leg before the wicket with a design to stop the ball, and actually prevents the ball, from hitting his wicket by it.

If the players have crossed each other, he that runs for the wicket that is put down is out; if they are not crossed, he that has left the wicket that is put down is out.

When the ball has been in the bowler's or wicket-keeper's hands, the strikers need not keep within their ground till the umpire has called *Play*; but if the player goes out of his ground with an intent to run, before the ball is delivered, the bowler may put him out.

When the ball is struck up in the running-ground between the wickets, it is lawful for the strikers to hinder its being caught; but they must neither strike at, nor touch the ball with their hands.

If the ball is struck up, the striker may guard his wicket either with his bat or his body.

In single wicket matches, if the striker moves out of his ground to strike at the ball, he shall not be allowed a notch for such stroke.

The wicket-keeper shall stand at a reasonable distance behind the wicket, and shall not move till the ball is out of the bowler's hand, and shall not by any noise incommode the striker; and if his hands, knees, foot, or head, be over or before the wicket, though the ball hit it, it shall not be out.

The umpires shall allow two minutes for each man to come in, and fifteen minutes between each innings. When the umpires shall call *Play*, the party refusing to play shall lose the match.

They are the sole judges of fair and unfair play, and all disputes shall be determined by them.

When a striker is hurt, they are to allow another to come in, and the person hurt shall have his hands in any part of that innings.

They are not to order a player out, unless appealed to by the adversaries.

But if the bowler's foot is not behind the bowling crease, and within the return-crease, when he delivers the ball, the umpire, unasked, must call *No Ball*.

If the strikers run a short notch, the umpire must call *No Notch*.

B E T S.

IF the notches of one player are laid against another the bet depends on both innings, unless otherwise specified.

If one party beats the other in one innings, the notches in the first innings shall determine the bet.

But if the other party goes in a second time, then the bet must be determined by the numbers on the score.

THE GAME OF TENNIS.

A Tennis court is usually ninety-six or ninety-seven feet long, by thirty-three or four in breadth. A net hangs across the middle, over which the ball must be struck, to make any stroke good. At the entrance of a tennis-court there is a long covered passage before you go into the *dedans*, the place where spectators usually are; into which, whenever a ball is played, it counts for a certain stroke. This long passage is divided into

different apartments, which are called galleries, *viz.* from the line towards the dedans, is the first gallery; door, second gallery, and the last gallery: which is called the service-side. From the dedans to the last gallery are the figures 1, 2, 3, 4, 5, 6, each at a yard distance, marking the chaces, one of the most essential parts of this game. On the other side of the line is the first gallery; door, second gallery; and last gallery, which is called the hazard-side: every ball played into the last gallery on this side tells for a certain stroke, the same as into the dedans. Between the second and this last gallery are the figures 1, 2, marking the chaces on the hazard-side. Over this long gallery is the pent-house, on which the ball is played from the service-side to begin a set of tennis, and if the player fails striking the ball (so as to rebound from the pent-house) over a certain line on the service-side, it is reckoned a fault; two of them are counted for a stroke. If the ball passes round the pent-house, on the opposite side of the court, and falls beyond a particular described line it is called *passe*, goes for nothing; and the player is to serve again.

On the right-hand of the court from the dedans, a part of the wall projects more than the rest, in order to make a variety in the stroke, and render it more difficult to be returned by the adversary, and is called the *tambour*: the grill is the last thing on the right-hand, wherein if the ball is struck, it is reckoned 15, or a certain stroke.

A set of tennis consists of six games, but if what is called an advantage set is played, two successive games above five games must be won to decide; or in case it should be six games all, two games must still be won on one side to conclude the set.

When the player gives his service in order to begin the set, his adversary is supposed to return the ball, wherever it falls after the first rebound, untouched; for

example; if at the figure 1, the chace is called at a yard, that is to say, at a yard from the dedans; this chace remains till a second service is given, and if the player on the service-side lets the ball go after his adversary returns it, and if the ball falls on or between any one of these figures, they must change sides, for he will be then on the hazard-side to play for the first chace, which if he wins by striking the ball so as to fall, after its first rebound, nearer to the dedans than the figure 1, without his adversary's being able to return it from its first rebound, he wins a stroke, and then proceeds in like manner to win a second stroke, &c. If a ball falls on a line with the first gallery, door, second gallery, or last gallery, the chace is likewise called at such or such a place, naming the gallery, &c. When it is just put over the line, it is called a chace at the line. If the player on the service-side returns a ball with such force as to strike the wall on the hazard-side, so as to rebound, after the first hop, over the line, it is also called a chace at the line.

The chaces on the hazard-side proceed from the ball being returned either too hard, or not hard enough; so that the ball, after its first rebound, falls on this side the line which describes the hazard-side chaces, in which case it is a chace at 1, 2, &c. provided there is no chace depending, and according to the spot where it exactly falls. When they change sides, the player in order to win this chace must put the ball over the line, any where, so that his adversary does not return it. When there is no chace on the hazard-side, all balls put over the line from the service-side, without being returned, reckon.

The game, instead of being marked one, two, three, four, is called for the first stroke, *fifteen*; for the second, *thirty*; for the third, *forty*; and for the fourth, *Game*, unless the players get four strokes each; then, instead of calling it *forty all*, it is called *Deuce*, after which, as soon

as any stroke is got, it is called *Advantage*, and in case the strokes become equal again, *Deuce* again; till one or the other gets two strokes following, to win the game.

The odds at this game are very uncertain, on account of the chances; and various methods of giving odds have been used to render a match equal.

A *Bisque* is the lowest odds given (except choice of the sides,) and is the liberty of scoring a stroke whenever the player, who receives the advantage, chooses; for example, let a game be forty to thirty, he who is forty by taking the *Bisque*, becomes game.

Fifteen is a stroke given at the beginning of a game.

Half-thirty, is *Fifteen* given the first game, and *Thirty* the second; and so on to the whole *Thirty*, *Forty*, &c.

Half-Court, is confining the player to play into the adversary's half-court, and is of great advantage to the adversary.

Touch no Wall, is another great advantage given to the adversary.

Round Service, is serving the ball round the pent-house.

Barring the Hazards, is not reckoning the dedans, tambour, grill, or the last gallery, or the hazard-side, &c.

The odds generally laid, making allowance for particular circumstances, are as follow:

The first stroke being won between even players, that is, 15 love, the odds are,

Of the single game	—————	7	to	4
Thirty love	—————	4	to	1
Forty love	—————	8	to	1
Thirty fifteen	—————	2	to	1
Forty fifteen	—————	5	to	1
Forty thirty	—————	3	to	1
The odds of a four game set, when the first game is won, are	—————	7	to	4
When two games love	—————	4	to	1

Three games love	_____	8	to	1
When two games to one	_____	2	to	1
Three games to one	_____	5	to	1
The odds of a fix game set, when the first games is won, are	_____	3	to	2
When two games love	_____	2	to	1
Three games love	_____	4	to	1
Four games love	_____	10	to	1
Five games love	_____	21	to	1
When two games to one	_____	8	to	5
Three games to one	_____	5	to	2
Four games to one	_____	5	to	1
Five games to one	_____	15	to	1
When three games to two	_____	7	to	4
Four games to two	_____	4	to	1
Five games to two	_____	10	to	1
When four games to three	_____	2	to	1
Five games to three	_____	5	to	1
The odds of an advantage set, when the first game is won, are	_____	5	to	4
When two games love	_____	7	to	4
Three games love	_____	3	to	1
Four games love	_____	5	to	1
Five games love	_____	15	to	1
When two games to one	_____	4	to	3
Three games to one	_____	2	to	1
Four games to one	_____	7	to	2
Five games to one	_____	10	to	1
When three games to two	_____	3	to	2
Four games to two	_____	3	to	1
Five games to two	_____	8	to	1
When four games to three	_____	8	to	5
Five games to three	_____	3	to	1
When five games to four	_____	2	to	1
When six games to five	_____	5	to	2

THE GAME OF QUINZE.

THIS game is usually played by only two persons, admired for its simplicity and fairness, depending entirely upon chance, being soon decided, and not requiring that attention which most other games on the cards do, and therefore calculated for those who love to sport upon an equal chance.

It is called quinze from fifteen being the game, which must be made in the following manner; first, the cards must be shuffled by the players, and when they have cut for deal, which is the business of him who cuts the lowest, the dealer has the privilege, as at all other games, to shuffle them last; this being done, the adversary cuts them, after which the dealer gives one card to his adversary, and one to himself; if the adversary does not like his card, he has a right to have as many cards given to him, one after the other, as will make fifteen, or come nearest to it, which are usually given from the top of the pack: for example, if he should have a deuce, and draws a five, which make seven, he must go on again, in hopes of coming nearer to fifteen; if he draws an eight, which makes just fifteen, and being elder-hand, he is sure of winning the game; but if he over-draws himself, and makes above fifteen, he loses, unless the dealer does the same, in which case it is a drawn game, and they double their stakes; thus going on till one of them has won the game by standing, and being nearest to fifteen, &c. At the end of each game the cards are put up and shuffled, and the players cut for deal, the elder-hand having the advantage.

THE GAME OF VINGT-UN.

VINGT-UN, or twenty-one, very much resembles Quinze; may be played by two or more people,

and as the deal is advantageous, and often continues long with the same person, it is usual to determine it at the commencement by the first ace turned up, or any other mode that may be agreed upon.

The cards must all be dealt out in succession, unless a natural vingt-un occurs, and in the mean time the pone, or youngest hand should collect those that have been played, and shuffle them together ready for the dealer against the period when he shall have distributed the whole pack. The dealer is first to give two cards by one at a time to each player, including himself, then to ask every person in rotation, beginning with the eldest hand on the left, whether he stands or chuses another card, which if required, must be given from off the top of the pack, and afterwards another, or more if desired, till the points of the additional card or cards added to those dealt exceed or make 21 exactly, or such a number less than 21 as may be judged proper to stand upon; but when the points exceed 21, then the cards of that individual player are to be thrown up directly, and the stake paid to the dealer, who also is in turn entitled to draw additional cards, and on taking a vingt-un is to receive double stakes from all who stand the game, except such other players likewise having 21, between whom it is thereby a drawn game: and when any adversary has a vingt-un, and the dealer not, then the opponent so having 21 wins double stakes from him; in other cases, except a natural vingt-un happens, the dealer pays single stakes to all whose numbers under 21 are higher than his own, and receives from those who have lower numbers, but nothing is paid or received by such players as have similar numbers to the dealer; and when the dealer draws more than 21, he is to pay to all who have not thrown up.

Twenty-one, whenever dealt, in the first instance is stiled a *Natural Vingt-un*, should be declared imme-

diately, and entitles the possessor to the deal, besides double stakes from all the players, unless there shall be more than one natural vingt-un, in which case the younger-hand or hands so having the same, are excused from paying to the eldest, who takes the deal of course.

N. B. An ace may be reckoned either as 11 or 1: every court-card is counted as 10, and the rest of the pack according to their points.

The odds of this game merely depend upon the average quantity of cards likely to come under or exceed 21; for example, if those in hand make 14 exactly, it is 7 to 6 that the one next drawn does not make the number of points above 21, but if the points be 15, it is 7 to 6 against that hand; yet it would not therefore always be prudent to stand at 15, for as the ace may be calculated both ways, it is rather above an even bet that the adversary's two first cards amount to more than 14. A natural vingt-un may be expected once in 7 coups when 2, and twice in 7 when 4 people play, and so on according to the number.

THE GAME OF HAZARD.

ANY number of persons may play. The person who takes the box and dice throws a main, that is to say, a chance for the company, which must be above four, and not exceed nine. otherwise it is no main, consequently he must keep throwing till he brings five, six, seven, eight, or nine; this done, he must throw his own chance, which may be any above three, and not exceeding ten; if he throws two aces or trois-ace (commonly called crabs) he loses his stakes, let the company's chance, which we call the main, be what it will. If the main should be seven, and seven or eleven is thrown immediately after, it is what is called a nick; and the caster (the present player) wins out his stakes.

If eight be the main, and eight or twelve is thrown immediately after, it is also called a nick, and the caster wins his stakes. The caster throwing any other number for the main, such as are admitted, and brings the same number directly afterwards, it is likewise termed a nick, and he also wins whatever stakes he has made. Every three successive mains the caster wins, he pays half a guinea to the box or furnisher of the dice.

The meaning of a stake or bet at this game somewhat differs from any other. If a person chuses to lay some money with the thrower or caster, he must put his cash upon the table, within a circle which is described for that purpose; when he has done this, if the caster agrees to it, he knocks the box upon the table at the person's money with whom he intends to bet, or particularly mentions at whose money he throws, which is sufficient, and he is obliged to answer whatever sum is down, unless the staker calls to cover; in that case the caster is obliged to stake also, otherwise the bets would be void. It is optional in the person who bets with the thrower, to bar any throw which the caster may be going to cast, provided neither of the dice is seen; if one dice should be discovered, the caster must throw the other to it, unless the throw is barred in proper time.

The common odds, which are absolutely necessary to be understood before any body attempts to play or bet at this game, are as follow:

If seven is thrown for a main, and four the chance, it is two to one against the person who throws: if six to four is thrown, five to three: if five to four is thrown, four to three: seven to nine, three to two: seven to six, three to two; barring the two trois; with the two trois, only six to five: seven to five, three to two: six to five an even bet, barring the doublets or the two trois: with the trois, five to four: eight to five an even bet, barring the two fours; five to four with the two fours: nine to

five, even: nine to four, is four to three: the nick of seven is seven to two, but often laid but ten to three, and five to one you do not nick six or eight.

To illustrate these calculations still more clearly, the following table will be necessary:

Table of the Odds.

7	to	4	is	2	to	1
6	to	4	is	5	to	3
5	to	4	is	4	to	3
7	to	9	is	3	to	2
7	to	6	{ 3 to 2, barring two trois.			
			{ 6 to 5, with the two trois.			
7	to	5	is	3	to	2
6	to	5	{ even, barring two trois.			
			{ 5 to 4 with two trois.			
8	to	5	{ even, barring two fours.			
			{ 5 to 4 with two fours.			
9	to	5	is even.			
9	to	4	is 4 to 3.			

The nick of seven is seven to two, often laid ten to three.

The nick of six and eight is five to one.

It is necessary to be perfectly master of these odds, so as to have them as quick as thought, in order to play the prudent game, and to make use of them by way of insuring bets in what is called hedging, in case the chance happens to be not a likely one; for by taking the odds a ready calculator secures himself, and often stands part of his bet to a certainty. For example, if seven is the main, and four the chance, and he has five pounds depending on the main, by taking six pounds to three, he must either win two pounds or one pound; and on the contrary, if he does not like his chance, by laying the odds against himself he must save in proportion to the bet he has made.

If eight be the main, and eight or twelve is thrown immediately after, it is also called a nick, and the caster wins his stakes. The caster throwing any other number for the main, such as are admitted, and brings the same number directly afterwards, it is likewise termed a nick, and he also wins whatever stakes he has made. Every three successive mains the caster wins, he pays half a guinea to the box or furnisher of the dice.

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five, even: nine to four, is four to three: the nick of seven is seven to two, but often laid but ten to three, and five to one you do not nick six or eight.

To illustrate these calculations still more clearly, the following table will be necessary:

Table of the Odds.

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6	to	4	is	5	to	3
5	to	4	is	4	to	3
7	to	9	is	3	to	2
7	to	6	{	3	to	2, barring two trois.
			{	6	to	5, with the two trois.
7	to	5	is	3	to	2
6	to	5	{	even,	barring	two trois.
			{	5	to	4 with two trois.
8	to	5	{	even,	barring	two fours.
			{	5	to	4 with two fours.
9	to	5	is	even.		
9	to	4	is	4	to	3.

The nick of seven is seven to two, often laid ten to three.

The nick of six and eight is five to one.

It is necessary to be perfectly master of these odds, so as to have them as quick as thought, in order to play the prudent game, and to make use of them by way of insuring bets in what is called hedging, in case the chance happens to be not a likely one; for by taking the odds a ready calculator secures himself, and often stands part of his bet to a certainty. For example, if seven is the main, and four the chance, and he has five pounds depending on the main, by taking six pounds to three, he must either win two pounds or one pound; and on the contrary, if he does not like his chance, by laying the odds against himself he must save in proportion to the bet he has made.

Some Additional Calculations on Hazard.

IF 8 and 6 are main and chance, it is very near 11 to 12, that either one or the other is thrown off in two throws.

And if 5 and 7, or 9 and 7 are main and chance, the probability that they will be thrown in two throws is near 11 to 12.

If 5 and 8, or 9 and 8, or 5 and 6, or 9 and 6 are main and chance; the probability of throwing one of them in two throws is as 7 to 9 exactly.

And if 7 and 4, or 7 and 10 are main and chance, the probability that they will be thrown in two throws is also as 7 to 9.

If 7 and 8, or 7 and 6 are main and chance, one may lay 15 to 14 that one of them is thrown in two throws.

But if 5 and 4, or 5 and 10, or 9 and 4, or 9 and 10 are main and chance, he that undertakes to throw either main or chance in three throws has the worst of the lay; for it is as 21 to 23 exceeding near.

If the main be 7, and each person stake a guinea, the gain of the setter is about $3d. \frac{1}{2}$ per. guinea.

If the main be 6 or 8, the gain of the setter is about six pence in a guinea.

But if the main be 5 or 9, the gain of the setter is about $3d. \frac{3}{4}$ in a guinea.

However, if any person is determined to set up on the first main that is thrown, his chance, supposing each stake to be a guinea, is $1d. \frac{5}{8}$, exactly.

Hence the probability of a main, to the probability of no main, is as 27 to 28 very near.

If any one should undertake to throw a six or an ace with two dice in one throw, he ought to lay 5 to 4.

Table exhibiting the Odds against winning any number of events successively: applicable to Hazard, Billiards, Faro, Rouge & Noir, or other Games of Chance.

That the player loses the first time is an even bet.

That he does not win twice together, is	3	to	1
three successive times	7		1
four ditto	15		1
five ditto	31		1
six ditto	63		1
seven ditto	127		1
eight ditto	255		1
nine ditto	511		1
ten ditto	1023		1

And so on to any number, doubling every time the last odds, and adding one for the stake.

THE GAME OF LANSQUENET.

THIS game may be played by almost any number of people, although only one pack of cards is used at a time, that is to say, during the deal. The dealer, whom some think has an advantage, begins by shuffling the cards, and having them cut by any other person of the party; after which he deals out two cards on his left-hand, turning them up; then one for himself, and a fourth, which he places in the middle of the table for the company, called the *rejouissance* card. Upon this card any, or all of the company, except the dealer, may put their money, which the dealer is obliged to answer, by staking an equal sum to the whole that is put upon it by different persons. He continues dealing, and turning the cards upwards, one by one, till two of a sort appear: for instance, two aces, two deuces, &c. which in order to separate, and that no person may mistake for single cards, he places on each side of his own card; and

as often as two, three, or the fourth card of a sort come up, he always places them, as before said, on each side his own. Any single card the company has a right to take and put their money upon, unless the dealer's own card happens to be double, which often occurs by this card being the same as one of the two hand cards which he first of all dealt out on his left-hand. Thus he continues dealing till he brings either their cards, or his own. As long as his own card remains undrawn he wins; and whichever card comes up first, loses. If he draws or deals out the two cards on his left, which are called the hand-cards, before his own, he is entitled to deal again; the advantage of which is no other, than his being exempted from losing when he draws a similar card to his own immediately after he has turned up one for himself.

This game is often played more simply without the *rejouissance* card, giving every person round the table a card to put their money upon. Sometimes it is played by dealing only two cards, one for the dealer, and another for the company.

MR. DEW'S GAME OF BILLIARDS.

With Instructions and Rules for the following Games viz.

The White Winning Game.	Fortification Billiards with Rules and Regulations for every Method of playing the Game.
The White Losing Game.	
Red or Carambole Winning Game.	
The Red Losing Game.	

IN order to play this game well, attention must be given at first to the method of holding the mace; to the position in which the player should stand, and the manner of delivering the ball from the mace; but these

are much more easily acquired by observation, or by the direction of a good player, than by any possible written rules.

A person who plays with his right hand must stand with his left foot foremost; and, on the contrary, he who is left-handed, must stand with his right foot foremost, by which he will stand more steady and firm.

Immoderate bursts of passion, and even fretting at trifling disappointments in the game, are usually found very prejudicial to the player; his nerves being affected, it is impossible for him to make the stroke with that steadiness and nicety the game requires.

The game usually played is the white winning game.

Rules and Regulations to be observed at the White Winning Game.

The Game is Twelve in Number.

I. **WHEN** you begin, string for the lead, and the choice of balls, if you please.

II. When a person strings for the lead, he must stand within the limits of the corner of the table, and likewise must not place his ball beyond the stringing nails or spots; and the person who brings his ball nearest the cushion wins the lead.

III. If after the first person has strung for the lead, and his adversary who follows him should make his ball touch the other, he loses the lead.

IV. If the player holes his own ball, either in stringing or leading, he loses the lead.

V. If the leader follows his ball with either mace or cue past the middle hole, it is no lead; and if his adversary chuses, he may make him lead again.

VI. The striker who plays at the lead, must stand with both his feet within the limits of the corner of the table, and must not place his ball beyond the stringing nails or spots; and his adversary (only) is bound to see

that he stands and plays fair, otherwise the striker wins all the points he made by that stroke.

VII. When a hazard has been lost in either of the corner holes, the leader is obliged (if his adversary requires it) to lead from the end of the table, where the hazard was lost; but if the hazard was lost in either of the middle holes, it is at the leader's option to lead from either end of the table he pleases.

VIII. If the striker does not hit his adversary's ball, he loses one point; and if by the said stroke his ball should go into a hole, over the table, or on a cushion, he loses three points, *viz.* one for missing the ball, and two for holing it, &c. and he loses the lead.

IX. If the striker holes his adversary's ball, or forces it over the table, or on a cushion, he loses two points.

X. If the striker holes his own ball, or forces it over the table, or on a cushion, he loses two points.

XI. If the striker holes both balls, or forces them over the table, or on a cushion, he loses two points.

XII. No person hath a right to take up his ball without permission from his adversary.

XIII. If the striker, by accident, should touch or move his own ball, not intending to make a stroke, it is deemed as an accident; and his adversary, if he requires it, may put the ball back in the place where it stood.

XIV. If the striker forces his adversary's ball over the table, and his adversary should chance to stop it, so as to make it come on the table again, the striker nevertheless wins two points.

XV. If the striker forces his own ball over the table, and his adversary should chance to stop it, so as to make it come on the table again, the striker loses nothing by the stroke, and he hath the lead: because

his adversary ought not to stand in the way, or near the table.

XV I. If the striker misses the ball and forces it over the table, and it should be stopped by his adversary, as before-mentioned, he loses one point, and has the lead, if he chuses.

XVII. If the striker, in playing from a cushion or otherwise, by touching the ball, makes his mace or cue go over or past it, he loses one point; and if his adversary requires it he may put the ball back, and may make him pass the ball.

XVIII. If the striker, in attempting to make a stroke, doth not touch his ball, it is no stroke; and he must try again to make a stroke.

XIX. If when the balls are near each other, and the striker by accident should make his ball touch the other ball, it is nevertheless a stroke, though not intended as such.

XX. If the striker who plays the stroke should make his adversary's ball go so near the brink of a hole, as to be judged to stand still, and afterwards should fall into it, the striker wins nothing; and the ball must be put on the same brink where it stood, for his adversary to play from the next stroke.

N. B. There is no occasion for challenging the ball if it stops, as some persons imagine

XXI. If the striker's ball should stand on the brink or edge of a hole, and if in playing it off he should make the ball go in, he loses three points.

XXII. If a ball should stand on the brink or on the edge of a hole, and it should fall into the hole, before or when the striker has delivered his ball from his mace or cue, so as to have no chance for his stroke, in that case, the striker and his adversary's balls must be placed in the same position, or as near as possible thereto, and the striker must play again.

XXIII. The striker is obliged to pass his adversary's ball, more especially if he misses the ball on purpose; and his adversary may, if he chuses, oblige him to place the ball where it stood, and play until he has passed.

XXIV. If the striker plays both balls from his mace or cue, so that they touch at the same time, it is deemed a foul stroke; and if it is discovered by his adversary, and a dispute should arise thereon, he has an undoubted right to appeal to the disinterested company then present; and the marker, if required, after demanding silence, must go round the table to each person separately, and be particularly careful to ask, if he hath any bet depending thereon, if he understands the game, and the nature of the dispute then in question; and if determined by the majority of the disinterested company, and the marker, if needful, to be a foul stroke, then it is at his adversary's option (if not holed) either to play at the ball, or take the lead.

But if, by the above-mentioned stroke, his adversary doth not discover it to be a foul stroke, then the striker may reckon all the points he made by the said stroke, and the marker is obliged to mark them.

XXV. No person hath a right to discover to the player whether the stroke is fair or foul, until it is asked.

XXVI. If by a foul stroke the striker should hole his adversary's ball, he loses the lead.

XXVII. If by a foul stroke the striker holes his own or both balls, or forces his own or both balls over the table, or on a cushion, he loses two points.

XXVIII. If the striker plays on a ball when it is running or moving, it is deemed as a foul stroke. [Vide Article XXIV.]

XXIX. If the striker plays with both feet off the ground, without the permission of his adversary, it is deemed a foul stroke. [Vide Article XXIV.]

XXX. If the striker plays with a wrong ball, he loses the lead, if his adversary requires it.

XXXI. If the ball should be changed in a hazard, or on a game, and it is not known by which party, the hazard must be played out by each party with their different balls, and then changed.

XXXII. If the striker plays with his adversary's ball, and holes, or forces the ball he played at over the table, &c. it is deemed a foul stroke. [Vide Article XXIV.]

XXXIII. If the striker plays with his adversary's ball, and holes or forces the ball he played with over the table, &c. he loses two points; and if he missed the ball, three points.

XXXIV. If the striker plays with his adversary's ball, and misses it, he loses one point; and if his adversary discovers that he hath played with the wrong ball, he may part the balls, and take the lead if he pleases.

XXXV. In all the before-mentioned cases of the striker's playing with the wrong ball (if discovered) his adversary must play with the ball the striker played at throughout the hazard, or part the balls, and take the lead.

XXXVI. Whoever stops a ball when running, with hand, stick, or otherwise, loses the lead, if his adversary does not like the ball he has to play at the next stroke. [Vide Article XXIV.]

XXXVII. Whoever retains his adversary's stick when playing, it is deemed foul [Vide Article XXIV.]

XXXVIII. If the striker stops or puts his own ball out of its course, when running towards either of the poles, and if adjudged by the marker, and the disinterested company then present, to be going into a

pocket, if he missed the ball he loses one point, and if going into a hole by the same strokes, three points.

XXXIX. If the striker stops or puts his adversary's ball out of the course when running towards or into a hole, or puts his adversary's ball into a hole, it is deemed a foul stroke. [Vide Article XXIV.]

N. B. If the adversary doth the same as in the foregoing rules, he is subjected to the same penalties as the striker.

XL. He who shakes the table when the ball is running, makes it a foul stroke. [Vide Article XXIV.]

XLI. He who throws his stick upon the table, so as apparently to be of any detriment to his adversary makes it a foul stroke. [Vide Article XXIV.]

XLII. He who blows on the ball when running makes it foul. [Vide Article XXIV.] And if his own ball was running towards or near the hole, he loses two points.

XLIII. He who leaves the game before it is finished, and will not play it out, loses the game.

XLIV. Any person may change his mace or cue while playing, unless otherwise previously agreed on.

XLV. When two persons are at play, and no particular terms of agreement have been made, neither party have a right to object to either mace or cue being played within the said game.

XLVI. When the parties agree to play mace against cue, the mace player hath no right to use cue, nor has the cue player any right to use a mace during the game or match, without permission from his adversary.

XLVII. When a person agrees to play with the cue, he must play every ball within his reach with the point thereof, and if he agrees to play with the butt of the cue, he has no right to play with the point thereof without permission from his adversary.

XLVIII. When the parties agree to play point and point of the cue, neither of them has a right to use a butt during the game or match, without permission, &c. but they have a right to play with the point of a long cue over a mace, &c.

XLIX. When the parties agree to play all point with the same cue, they have no right to use any other during the game or match.

L. Whoever proposes to part the balls, and his adversary agrees to it, the proposer thereof loses the lead.

LI. Two missings do not make a hazard, unless it is previously agreed on to the contrary.

LII. In all cases, the betters are to abide by the players on the determination of the hazard, or on the game; and the betters have a right to demand their money when their game is over, to prevent disputes.

LIII. Every person ought to be very attentive, and listen for the stroke, before he opens the door of a billiard room.

LIV. The striker has a right to command his adversary not to stand facing him, nor near him, so as to annoy or molest him in the stroke.

LV. Each party is to attend to his own game, and not to ask—If his adversary's ball be close?—If he touches his ball?—If he can go round the ball?—nor any question of the like tendency; nor is any person to be set right, if going to play with the wrong ball.

LVI. Those persons who do not play, must stand from the table, and give room for the players to pass round the table to make the stroke.

LVII. The parties who play ought to be particularly careful and attentive to the hazard or the game, more especially when any bets are depending thereon.

LVIII. No person in the room has a right to lay more than the odds on a hazard or on a game. But if he offends for want of knowledge of the game, he should appeal to the marker; or to the table of the odds, which ought to be hung up in the billiard room for inspection.

LIX. Each person who proposes a bet, should name the sum he intends to lay, and should likewise be very careful not to offer a bet when the striker has taken his aim, or is going to strike, lest it may disturb or interrupt him in the stroke.

LX. No bet ought to be proposed on any stroke (at the losing game especially) that may be supposed to have any tendency to lessen or to influence the judgment of the player.

LXI. If any bets are laid on the hazard, and the game is eleven, and the striker loses the game by a miss, and should afterwards go into a hole, it cannot be a hazard, the game being out by the miss.

LXII. If *A* proposes a bet which is accepted by *B*, it must be confirmed by *A*, otherwise it is no bet.

LXIII. When four persons play, the game is fifteen in number, and each party has a right to consult with and direct his partner in any thing respecting the game, &c. and the party who makes two missings before a hazard is made, is out, and it is his partner's turn to play; but if, after the two missings have been made by the party, his adversary should hole a ball, so as to make a hazard, the stroke following the said two missings have been made, yet the party who did not make the two missings is to play, as he cannot be supposed to be out, who has not made a stroke.

WHITE LOSING GAME.

Twelve in Number.

WHEN a Person is tolerably well acquainted with the Winning Game, he should then learn the Losing Game (the Reverse of the Winning), which is a Key to Billiards in general. It depends entirely upon the Defence, and the Knowledge of the Degree of Strength with which each Stroke should be played, either to defend or make a Hazard: for if a Person who has a competent Knowledge of the Game, should not have a Hazard to play at, he must endeavour to lay his own Ball in such a Position, that his Adversary may not have one to play at the next Stroke. For a Losing Game Hazard is much more easy to be made, when well understood, than a Winning Game Hazard is in general.

I. **WHEN** you begin, you must string for the lead, and the choice of the balls, the same as in the rules for leading at the white winning game.

II. If the striker misses the ball, he loses one; and if his ball goes into a hole by the same stroke, he loses three points.

III. If the striker holes his adversary's ball, he loses two points.

IV. Forcing either or both the balls over the table, or on a cushion, reckons nothing, and the striker loses the lead.

V. If the striker misses his adversary's ball, and forces his own ball over the table, &c. he loses one point and the lead.

VI. Either of the parties forcing over either or both the balls, reckons nothing, and the striker loses the lead.

VII. If the striker holes his own ball, he wins two points.

VIII. If the striker holes both balls, he wins four points.

IX. If the striker holes either of the balls, and forces the other over the table, &c. he loses the lead only.

The rest of the articles of regulations, &c. as in the Winning Game, are likewise to be observed.

RED, OR CARAMBOLE WINNING GAME.

Sixteen in Number.

The Red or Carambole Winning Game is full of variety; and there being so many Chances in it, which make it a Game of great Uncertainty, the Odds of it are not calculated, but are generally laid according to Fancy, or to the Custom of the Tables where they are usually played at.

I. **WHEN** you begin, you must string for the stroke and the choice of the balls, the same as in the rules for leading, &c. in the winning game.

II. A red ball is to be placed on a spot made for that purpose, in the centre between the stringing nails or spots, at one end of the table.

III. The white or the striker's ball is to be played from a spot made for that purpose, in the centre between the stringing nails or spots at the other end of the table.

IV. After the first striker hath played, his adversary is to play next, and so on alternately throughout the game.

V. When the red ball hath been holed or forced over the table, &c. it must be placed on the same spot where it originally stood at the beginning of the game.

VI. When either of the white balls has been holed, &c. it must be placed and played from the same spot where it stood at the beginning of the game, when it is the striker's turn to play.

VII. If the striker misses both the balls, he loses one point.

VIII. If the striker misses both the balls, and holes his ball, he loses three points.

IX. If the striker hits the red and his adversary's ball with his own ball he played with, he wins two points; which stroke is called a carambole, or for shortness, a *carom*.

X. If the striker holeth his adversary's white ball, he wins two points.

XI. If the striker holes the red ball, he wins three points.

XII. If the striker holes the red and his adversary's white ball by the same stroke, he wins five points.

N. B. Two for the white and three for the red ball.

XIII. If the striker makes a carambole, and puts his adversary's or the white ball into a hole, he wins four points. N. B. Two for the carambole, and two for the white ball.

XIV. If the striker makes a carambole, and holes the red ball, he wins five points. N. B. Two for the carambole, and three for holing the ball.

XV. If the striker makes a carambole, and holes his adversary's or the white ball, and the red ball, by the same stroke, he wins seven points. N. B. Two for the carambole, two for the white, and three for the red ball.

XVI. Forcing either or all the balls over the table, reckons nothing.

XVII. If the striker forces his adversary's, or the red ball over the table, and by the same stroke should hole his own ball, he loses nothing.

XVIII. If the striker makes a carambole, and forces either of the balls over the table by the same stroke, he wins nothing.

XIX. If the striker forces the red ball over the table, it must be immediately placed on its proper spot.

XX. If the striker forces either his own or his adversary's ball over the table, or one of them into a hole by the same stroke, it reckons nothing of either side; and the ball or balls must be placed on the proper spot to play from, when it is each striker's turn to play.

XXI. If the striker, in playing a stroke, should make his mace or cue touch two balls at the same time, it is deemed a foul stroke, and, if discovered by his adversary, he wins nothing for any points he made for the stroke; and his adversary, if he pleases, may break the balls; that is, by parting the balls, and playing from the proper spot on the red ball, as at the beginning of the game. But if by the foregoing stroke, which is deemed foul, his adversary does not break the balls, and play from the proper spot, &c. then the striker may reckon all the points he made by the stroke, and the marker is obliged to reckon them.

XXII. No person hath a right to discover to the player whether the stroke be fair or foul, until it is asked, unless they are playing a four match; and in that case none but the player and his partner have a right to ask it.

XXIII. If the striker holes his own ball by a foul stroke, he either loses two or three points (according to which ball he struck first) by the stroke.

XXIV. If the striker makes a carambole, and holes his own ball, he wins nothing for the carambole, and loses either two or three points by the said stroke, according to which ball he struck first.

XXV. If the striker maketh a carambole, and forces either of the balls over the table, he wins nothing by the carambole.

XXVI. If the striker is going to play with the wrong ball, no person in the room hath any right to discover

it to him, except his partner, if they are playing a double match.

XXVII. After a red ball has been holed, or forced over the table, the present striker is bound to see the ball placed on the proper spot before he strikes, otherwise he can win no points while the ball is out of its place; and the stroke he made is deemed foul. [See Article XXI.]

XXVIII. If after a white ball has been holed, or forced over the table, the striker is obliged to place his ball on the proper spot he is to play from, otherwise he can win no points he made by the stroke, which is likewise deemed foul. [See Article XXI.]

XXIX. If after the striker has made a carambole, or holed his adversary's or the red ball, he should touch either of the balls which remain on the table with hand, stick, or otherwise, he can win no points he made by the stroke; and it is deemed a foul stroke. [See Article XXI.]

XXX. If the striker playeth with the wrong ball, it is deemed a foul stroke. [See Article XXI.]

XXXI. If the striker plays with his adversary's or the wrong ball, and holes the ball he played with, he either loses two or three points, according to which ball he struck first; and it is deemed a foul stroke. [See Article XXI.]

XXXII. If the striker plays with his adversary's or the wrong ball, and should miss both the balls, he loses one point; and if the ball should go into a hole by the stroke, he loses three points; and it is deemed a foul stroke. [See Article XXI.]

XXXIII. If either or both the balls should be upon the line, or within the stringing nails or spots where the white ball is originally placed, after his adversary's ball is off the table, it is called a baulk; and the striker, who is to play from the spot, must strike the opposite cushion,

to make the ball come back again to hit one of the balls within the baulk; which if he does not, he loses one point; if he strikes the white ball first, and holes his own ball, he loses two points; and if he strikes the red ball first, and holes his own ball, he loses three points.

XXXIV. If the striker holes either or both the balls, or makes a carambole when the balls are within the baulk, he wins two, three, five, or seven points, according to the stroke.

XXXV. When the striker plays from the spot at either of the balls within the baulk, he is obliged to pass one of the balls, otherwise it is no stroke.

XXXVI. When the striker's and the red ball are within the baulk, he is not obliged to pass the ball.

XXXVII. In either of the cases of playing with the wrong ball (if it is not discovered) the striker may reckon on all the points he made by the stroke, and the marker is obliged to mark them.

XXXVIII. If after the red ball has been holed or forced over the table, either of the white balls should lay upon or near the spot, so that the red ball cannot be placed on its proper spot without touching each other, the marker must then hold the red ball in his hand while the striker plays at his adversary's ball; and the red ball must be immediately placed on its proper spot, so that it may not prevent a carambole, &c. from being made.

XXXIX. When either of the white balls has been holed, and the red or the white should stand upon or so near the spot that the striker cannot place the ball without touching each other, the marker must hold the red ball in his hand, &c. [See the foregoing Rule.]

XL. If either of the balls should lay either before, behind, or on one side of the spot, so that the striker can place his ball without touching each other, he must play the ball as he can from the spot, neither of which balls must be moved to make way for him to play.

XLI. If the striker should touch two balls with his mace or cue, it is deemed a foul stroke. [See Article XXI.]

XLII. The betters ought to be particularly careful in proposing any bots before the stroke at this game, that may be supposed to have any tendency to influence the judgment of the player.

XLIII. No person in the room has any right, by signs, gestures, or otherwise, to discover to the player how the ball is to be played, whether the stroke is in his favour or not, or (after the stroke hath been played) of any error he hath committed in his judgment; as a stroke of the same kind may happen in the same hazard, or in the game.

XLIV. Each person who proposes a bet should name the sum he intends to lay, and should likewise be very careful not to propose a bet when the striker hath taken his aim, or is going to strike, lest it might disturb or interrupt the player in the stroke.

The rest of the articles of the regulations, &c. as in the white winning game, are likewise to be observed.

RED OR CARAMBOLE LOSING GAME.

The Game is Sixteen in Number.

The Red or Carambole Losing Game requires greater judgment than the Winning, and depends materially on the Skill of the Player; the Chances in it may happen sometimes to vary more than at the Winning Carambole Game, and especially if the Players do not properly understand the skilful Part of the Game.

I. **T**HE game begins in the same manner as the carambole winning game.

II. If the striker misses both the balls, he loses one point.

III. If the striker misses both balls, and holes his own ball by the same stroke, he loses three points.

IV. If the striker hits the red ball first, and holes it, he loses three points, and the ball must be immediately replaced on its proper spot.

V. If the striker hits the white ball first, and holes it, he loses two points.

VI. If the striker holes the white and the red ball by the same stroke, he loses five points; *viz.* two for holing the white ball, and three for holing the red.

VII. If the striker makes a carambole, and holes either his adversary's or the red ball only, he wins nothing for the carambole, and loses either two or three points, according to which ball he struck first.

VIII. If the striker makes a carambole, he wins two points.

IX. If the striker makes a carambole by striking the white ball first, and should hole his own ball by the stroke, he wins four points; *viz.* two for the carambole, and two for holing his own ball on the white.

X. If the striker makes a carambole by striking the red ball first, and by the stroke should hole his own ball, he wins five points; *viz.* two for the carambole, and three for holing his own ball on the red.

XI. If the striker makes a carambole by striking the white ball first, and by that stroke should hole his own and his adversary's white ball, he wins six points; *viz.* two for the carambole, two for holing his own ball on the white, and two for holing his adversary's or the white ball.

XII. If the striker makes a carambole by striking the red ball first, and by the said stroke should hole his own ball, and his adversary's white ball, he wins seven points; *viz.* two for the carambole, three for holing his own ball on the red, and two for holing his adversary's white ball.

XIII. If the striker makes a carambole by striking the white ball first, and by the said stroke should hole his

own and the red ball, he wins seven points; *viz.* two for the carambole, two for holing his own ball on the white, and three for holing the red ball.

XIV. If the striker makes a carambole by striking the red ball first; and by the said stroke should hole his own and the red ball, he wins eight points; *viz.* two for the carambole, three for holing his own ball on the red, and three for holing the red ball.

XV. If the striker makes a carambole by striking the white ball first, and should hole his own ball, and his adversary's white and the red ball, he wins nine points; *viz.* two for the carambole, two for holing his own ball on the white, two for holing his adversary's white ball, and three for holing the red ball.

XVI. If the striker makes a carambole by striking the red ball first, and by the said stroke should hole his own ball, and the red, and his adversary's white ball, he wins ten points; *viz.* two for the carambole, three for holing his own ball on the red, three for holing the red, and two for holing his adversary's white ball.

XVII. If the striker holes his own ball on the white ball, he wins two points.

XVIII. If the striker holes his own ball on the red, he wins three points.

XIX. If the striker, by striking the white ball first, should hole his own ball and his adversary's white ball, he wins four points; *viz.* two for holing his own ball on the white, and two for holing his adversary's white ball.

XX. If the striker, by striking the red ball first, should hole his own ball and his adversary's white ball, he wins five points; *viz.* three for holing his own ball on the red, and two for holing the white ball.

XXI. If the striker strikes his adversary's white ball first, and holes his own ball and the red, he wins five

points; viz. two for holing his own ball on the white, and three for holing the red ball.

XXII. If the striker strikes the red ball first, and holes his own ball, and his adversary's white ball, he wins five points; viz. three for holing his own ball on the red, and two for holing his adversary's on the white ball.

XXIII. If the striker strikes his adversary's white ball first, and holes his own ball, and his adversary's white ball, and the red, by the same stroke, he wins seven points; viz. two for holing his own ball on the white, two for holing his adversary's white ball, and three for holing the red ball.

XXIV. If the striker strikes the red ball first, and holes his own ball and the red, and his adversary's white ball by the same stroke, he wins eight points; viz. three for holing his own ball on the red, three for holing the red ball, and two for holing the white ball.

XXV. If the striker strikes the red ball first, and holes his own and the red ball, he wins six points; viz. three for holing his own ball on the red, and three for holing the red ball.

XXVI. The betters ought to be particularly careful in proposing any bets at this game, that may be supposed to have any tendency to pervert or to influence the judgment of the player.

N. B. The rest of the rules and regulations are likewise to be observed, as in the rules for the carambole winning game, &c.

FORTIFICATION BILLIARDS.

THE method of playing I shall describe as nearly as possible: for the better comprehending which, the editor has added two copper plates; the first shews how the forts, &c. are to be placed; the other is a plan of the table when mounted, accurately measured, by which the

various angles are ascertained, and is calculated for the experienced player.

First, there are ten forts made of wood, in the form of castles, which are to have lead put in them for the purpose of making them heavy, so that in playing the balls they may not be moved from their places.

In the front of each fort, at the bottom, is an arch, full wide and high enough to admit the ball, which is to be put through it to attack the fort. Within the arch of each fort a small bell is hung, which must be made to ring by the adversary's attacking ball, otherwise the fort cannot be taken.

Secondly, the pass through which each of the adversary's attacking balls must pass, before a fort can be taken.

Lastly, the grand batteries, and ten flags or colours.

Two of the forts, called the grand forts, are to be made larger than the rest, and to have an arch cut through them of the size the others have.

Five of the forts, including one of the grand forts, one of the batteries, and five of the flags or colours are usually painted red, and the forts and battery are to be pointed like brick-work, which colour denotes them to be English; on each fort one red colour is to be hoisted on the centre of the front thereof.

The other five forts, grand fort included, battery and colours, are to be of a white colour; the forts and battery to be pointed with black like stone, are called French, one white colour to be hoisted on each as before mentioned.

The pass, which serves for the purpose of both parties' attacking balls to go through, is to be made in the form of the grand forts, but rather longer for distinction, and to have an arch of the size of the grand forts, and is to be painted of different colours; viz. one of the ends where the arch is, of a red, to continue half way of each

side, and the same on the top; the other end of the arch is to be white, and to continue in the same colour over the other half as before.

There are likewise two colours to be hoisted on the pafs, viz. one red and the other white; the red to be hoisted at the English end, and the white at the French end.

The pafs is to be placed in the centre of the table, the red end to face the English forts, and the white end the French forts.

The limits of each party's quarter, is from the end cushion, where his forts are placed, to his pafs on each side of the table.

The red or English forts are to possess one end of the table, and is called the English quarter.

The white or French forts are to possess the other end of the table, and is called the French quarter.

The two forts in each quarter in the first angle from the pafs are to be taken first, which are therefore called the advanced forts.

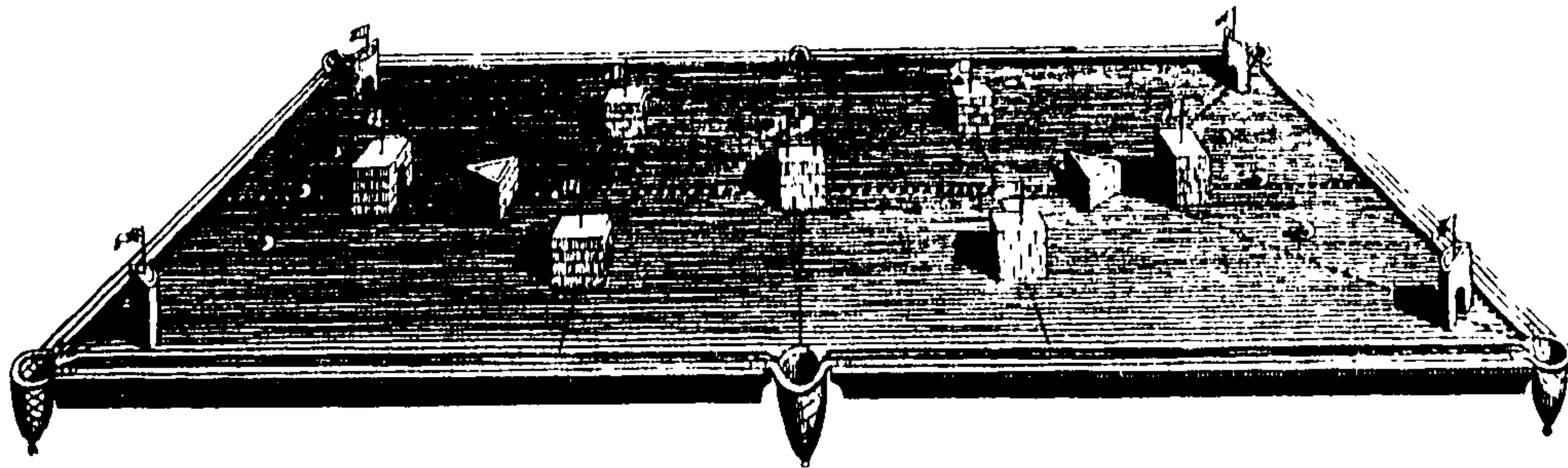
The two forts in the second angle are to be taken next, which are called the reserved forts.

Lastly, the grand fort, with the battery placed before the same, is the last to be taken.

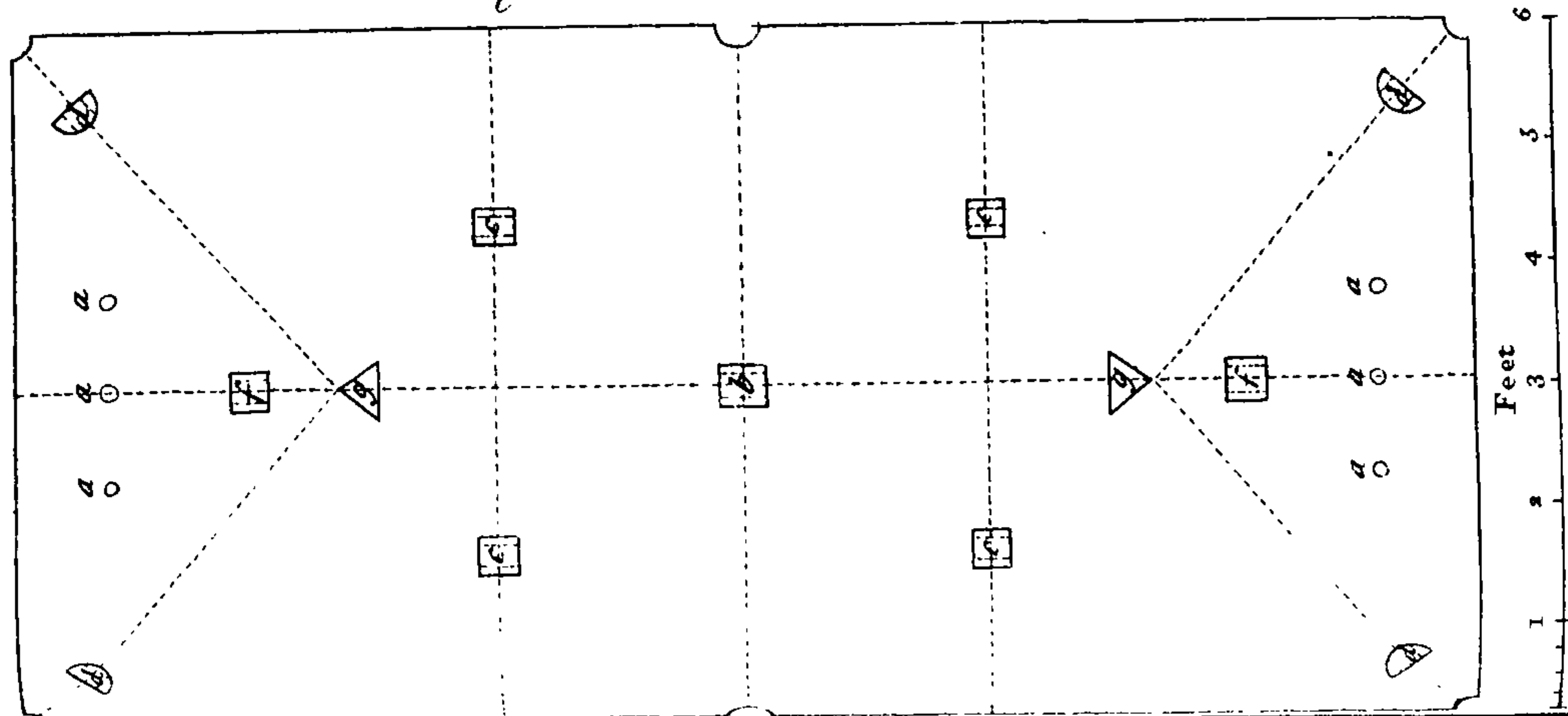
The height of the advanced and the reserved forts is to be five inches and a half, the breadth and length of the advanced forts five inches to the square, and the length of the reserved forts are five inches and a half, and the back of them to be rounded off.

The height of the grand forts is to be five inches and a half, the breadth and length six inches and a quarter. The batteries are made in a triangular form, the height of them are three inches, the breadth at the extremity are two inches and a half, and the length three inches and a half.

Perspective View of Fortification Billiards.



Plan of Fortification Billiards.



The height of the pass is five inches and a half, the breadth six inches and a quarter, and the length seven inches.

The height of the concave in the forts where the attacking ball must enter, is three inches, the breadth two inches and a half, the depth two inches and three quarters.

The bell which is to be within the arch in each fort, must be hung one inch and a half within it.

The balls which are to be played with at this game, are to be one inch and three eighths diameter.

Description of the Plates.

The one is a plan for placing the forts, &c. &c. with the distances measured; the other is also a representation of the superficies of a billiard table, with all the forts and castles properly placed.

a a a The balls.

b The pass.

c c Advanced forts.

d d Reserved forts.

f Grand fort.

g Battery.

FORTIFICATION BILLIARDS.

The Game is Twenty in Number.

I. **T**HE game begins, he who strikes the opposite cushion, and brings the ball nearest the cushion where he struck from, shall have the first stroke, and have the red (or English side of the forts) and must commence hostilities, and begin the attack.

II. Each party has three balls, viz. one attacking ball, and two defending balls.

III. The balls are placed on the spots as appears; the attacking ball is put in the middle, the defending balls on each side thereof.

IV. The ball for the attack, on the red (or English side of the forts) must be spotted with red, and the defending balls with small black circles.

V. The ball for the attack on the white (or French) side of the forts must be white, *i. e.* plain, and the two defending balls eight black spots on each ball.

VI. Before you can attack any of the forts, you must make the pass.

VII. When you have made the pass, you must take down your adversary's colours, and then attack either of his advanced forts, which must be taken first.

VIII. If after you have made the pass, you do not take down your adversary's colours, you must make the pass again from your own side of the forts; but you must not return to the spot.

IX. If you take either of your adversary's forts, after you have made the pass, and have not taken down your adversary's pass colours, you lose two points, and must return to your spot again.

X. After you have regularly made the pass, and have taken a fort, you must return to your middle spot again.

Note. Regularly making the pass, is when you have taken down your adversary's colours, conformable to Article VII.

XI. When you have taken a fort, you win four points.

XII. If you do not take down your adversary's colours when you have taken his fort, you are obliged to take the said fort again, and must be put back those four points you won by the same.

XIII. Missings at this game reckon nothing.

XIV. After you have regularly made the pass, you are not obliged to go through it again during the game.

XV. In each fort there is a bell, which gives notice at being taken; which bell must be made to ring, otherwise the fort is not taken.

XVI. The besieged may defend his forts, or may send his attacking ball into the assaulter's quarter to attack his forts.

XVII. The besieger must take his adversary's forts with his attacking ball.

XVIII. If the besieger should take his adversary's fort with either of his defending balls, he loses two points, and returns to his spot again.

XIX. If the striker plays with either of his adversary's balls, he loses two points, and if he played on either of his own balls, it must be put on its proper spot again, if his adversary requires it.

XX. Either party may send his defending ball or balls into his adversary's quarter, if he plealeth.

XXI. After having taken the two advanced forts, you must take the two other forts in the next angle, which are called the reserved forts, and lastly the grand fort.

XXII. He who does not take the forts according to the above direction, and takes either of the last for the first, loses two points, and must return to the proper spot again.

XXIII. After a fort hath been taken, or a ball holed or forced over the table, the striker is bound to place or to see the ball placed on its proper spot; and if he doth not, he shall reckon nothing for any forts, &c. he shall take during the time the ball is out of its place.

XXIV. After having taken a fort, either by storm or otherwise, and his adversary do take the said ball out of the fort, to place it or otherways, and although he doth not take down his colours, nevertheless the

said fort is deemed as taken, and the colours are to be taken down.

N. B. Taking a fort by storm is, when the party has made his utmost effort to take it, and is so well defended and guarded by his adversary, so that he is obliged to have recourse to stratagem, that is, by laying his ball in a proper angle, and striking the ball against the end cushion, and bringing the ball back again into his adversary's fort.

XXV. If the striker forceth either of his adversary's balls into his own fort which hath not been taken, he makes him a prisoner of war, and wins six points.

XXVI. If the striker forces either of his adversary's balls into his own fort which hath been taken, it is no prisoner of war, but the said striker wins two points.

XXVII. If the striker forces either of his adversary's balls into his adversary's fort, he wins two points.

XXVIII. If the striker holeth either of his adversary's balls, or two, &c. for each ball so holed he wins two points.

XXIX. If the striker holes his own ball or balls, for each ball so holed he loses two points.

XXX. If the striker forceth his adversary's ball or balls over the table, or on a fort or cushion, for each ball he wins two points.

XXXI. If the striker forces his own ball or balls over the table, or, &c. for each ball he loses two points.

XXXII. If the striker forces his adversary's ball over the table, or on a fort or cushion, or into a hole, and regularly takes his adversary's fort by the same stroke, he wins six points. But if by the same stroke the striker's ball should go into a fort which hath been taken, or is out of the angle, he loses two points.

XXXIII. If the striker holes his own or his adversary's ball, or forces them over the table, or on a fort or cushion, he loses two points.

XXXIV. If the striker forces his ball into any of his own or adversary's forts, which hath been taken, or into any of his adversary's forts out of the angle, he loses two points.

XXXV. When a ball is holed or forced over the table, or on, &c. such ball is to be placed on its proper spot; but if it happens that the spot should be occupied by another ball, in such case the ball is to be placed behind it, so as not to touch the ball.

XXXVI. Whoever takes a fort after it has been regularly taken, and the colours are down, loses two points.

XXXVII. When the striker's adversary's ball is out of sight (that is, lying behind a fort so that it cannot be seen), and the striker hath a fancy to strike the cushion first, and hit the said ball backwards, by giving warning, saying, *I do not see*, if he should hit the said ball, he wins two points; but if he should not hit the ball, he loses two points.

XXXVIII. If, by the before-mentioned stroke, the striker should hit the ball, and holeth his own ball, or forces it over the table, or on a fort or cushion, or into either of his own forts, or into either of his adversary's forts, which hath been taken*, or is out of the angle, he loseth two points, and shall reckon nothing for hitting the said ball.

XXXIX. If either of the adversary's balls should lay before either of the striker's forts, which hath not been taken, and (the said ball being out of sight) hath a fancy to strike the cushion first, and hit the said ball backwards, to make a prisoner of war of his said ad-

* Out of the Angle—Vide XXI. and XXIV.

versary's ball, by saying, *I do not see*, if he hits the ball, he wins two points, and if he makes a prisoner of war of his adversary's ball, he wins six points more, and his adversary's ball must return to its proper spot again.

XL. When the striker gives warning, saying, *I do not see*, his adversary, or the disinterested company, have a right to be judges thereof, or the marker, if any dispute should arise thereon.

XLI. If the striker holes, or, &c. either of his adversary's defending balls, it is at his adversary's option to place the said ball on either of the proper spots, if they are both vacant.

XLII. Whoever toucheth both balls with mace or cue, it is deemed a foul stroke; therefore he cannot reckon any points he made by the said stroke, if it is discovered and proved to be so by the disinterested company and the marker; but if it is not discovered, the marker is obliged to reckon all the points made by the stroke. But if the said stroke is proved to be foul, then it is at his enemy's option either to break the balls, or to make him return to his proper spot again.

XLIII. If the striker makes a foul stroke, and holes his own ball, or forces it over the table, &c. he loses two points for each of his own balls so holed or forced over the table; and it is at his adversary's option to part the balls, if he pleases.

XLIV. If the striker moves the ball, it must be put back to the proper place it was moved from.

XLV. Whoever blows on his enemy's or on his own ball when running, it is deemed foul. [See Art. XLII.]

XLVI. If the striker, by blowing on his own ball, should put it out of its proper course, especially when running near a hole, he loses two points; and it is deemed foul. [See Art. XLII.]

XLVII. Whoever stops a ball with stick or otherwise, after the stroke, it is deemed foul. [See Art. XLII.]

XLVIII. Whoever plays with both feet off the ground, without permission from his enemy, it is deemed foul. [See Art. XLII.]

XLIX. Whoever plays upon a ball when running, it is deemed foul. [See Art. XLII].

L. Whoever retains his adversary's stick when playing, loseth two points; besides it is foul. [See Art. XLII.]

LI. Whoever gets the first twenty points, each fort being regularly taken is four points, wins the game.

LII. When four parties play a double match, he who plays before his turn loseth two points.

N. B. The rest of the necessary rules and regulations are to be found in the rules, &c. of the White Winning Game.

ODDS AT BILLIARDS.

Equal Players.

1 Love is 5 to 4	3 to 2 is 5 to 4
2 — — — 3 — 2	4 — — — 8 — 5
3 — — — 7 — 4	5 — — — 9 — 5
4 — — — 2 — 1	6 — — — 3 — 1
5 — — — 5 — 2	7 — — — 7 — 2
6 — — — 4 — 1	8 — — — 6 — 1
7 — — — 9 — 2	9 — — — 7 — 1
8 — — — 10 — 1	10 — — — 21 — 1
9 — — — 11 — 1	11 — — — 22 — 1
10 — — — 36 — 1	
11 — — — 40 — 1	4 to 3 is 7 to 5
	5 — — — 8 — 5
2 to 1 is 4 to 3	6 — — — 5 — 2
3 — — — 3 — 2	7 — — — 3 — 1
4 — — — 7 — 4	8 — — — 5 — 1
5 — — — 2 — 1	9 — — — 6 — 1
6 — — — 7 — 2	10 — — — 20 — 1
8 — — — 9 — 1	11 — — — 21 — 1
9 — — — 10 — 1	
10 — — — 32 — 1	
11 — — — 36 — 1	

5 to 4 is	5 to 4	8 to 7 is	7 to 4
6 — —	7 — 4	9 — —	2 — 1
7 — —	2 — 1	10 — —	9 — 2
8 — —	4 — 1	11 — —	5 — 1
9 — —	9 — 2	<hr/>	
10 — —	21 — 2	9 to 8 is	5 — 4
11 — —	12 — 1	10 — —	11 — 4
<hr/>		11 — —	3 — 1
6 to 5 is	3 to 2	<hr/>	
7 — —	7 — 4	10 to 9 is	9 to 4
8 — —	3 — 1	11 — —	5 — 2
9 — —	4 — 1	<hr/>	
10 — —	9 — 1	11 to 10 or accord-	
11 — —	21 — 2	ing to the stroke.	
<hr/>		<hr/>	
7 to 6 is	4 to 3		
8 — —	2 — 1		
9 — —	5 — 2		
10 — —	5 — 1		
11 — —	11 — 2		
<hr/>			

When a Person who gives One Point to another, is,

1 All is 5 to 4	3 All is 5 to 4
2 to 1 — 3 — 2	4 to 3 — 3 — 2
3 — — 7 — 4	5 — — 7 — 4
4 — — 2 — 1	6 — — 3 — 1
5 — — 5 — 2	7 — — 7 — 2
6 — — 4 — 1	8 — — 6 — 1
7 — — 9 — 2	9 — — 13 — 2
8 — — 10 — 1	10 — — 21 — 1
9 — — 11 — 1	11 — — 22 — 1
10 — — 36 — 1	
11 — — 40 — 1	4 All is 5 to 4
	5 to 4 — 7 — 5
2 All is 5 to 4	6 — — 2 — 2
3 to 2 — 3 — 2	7 — — 11 — 5
4 — — 7 — 4	8 — — 9 — 2
5 — — 2 — 1	9 — — 5 — 1
6 — — 7 — 2	10 — — 12 — 1
7 — — 4 — 1	11 — — 13 — 1
8 — — 9 — 1	
9 — — 10 — 1	5 All is 5 to 4
10 — — 25 — 1	6 to 5 — 8 — 3
11 — — 26 — 1	7 — — 9 — 3
	8 — — 4 — 3
	9 — — 9 — 3
	10 — — 10 — 3
	11 — — 11 — 3

6 All is 6 to 5	8 All is 7 to 6
7 to 6 — 7 — 5	9 to 8 — 4 — 3
8 — — 5 — 2	10 — — 3 — 1
9 — — 11 — 4	11 — — 7 — 2
10 — — 11 — 2	
11 — — 6 — 1	9 All is 7 to 6
	10 to 8 — 5 — 2
7 All is 6 to 5	11 — — 11 — 4
8 to 7 — 9 — 5	
9 — — 9 — 4	10 All is 8 to 7
10 — — 5 — 1	11 to 10; or accord-
11 — — 11 — 2	ing to the stroke.

When a Person who gives Two Points to another, is,

1 to 2 is 5 to 4	3 to 2 is 7 to 4
2 All — 3 — 2	4 — — 2 — 1
3 to 2 — 7 — 4	5 — — 5 — 2
4 — — 2 — 1	6 — — 4 — 1
5 — — 5 — 2	7 — — 9 — 2
6 — — 4 — 1	8 — — 10 — 1
7 — — 9 — 2	9 — — 21 — 4
8 — — 10 — 1	10 — — 30 — 1
9 — — 11 — 1	11 — — 31 — 1
10 — — 31 — 1	
11 — — 32 — 1	

3 All is 3 to 2	6 All is 4 to 3
4 to 3 — 7 — 4	7 to 6 — 3 — 2
5 — — 2 — 1	8 — — 5 — 2
6 — — 7 — 2	9 — — 3 — 1
7 — — 4 — 1	10 — — 11 — 2
8 — — 9 — 1	11 — — 6 — 1
9 — — 10 — 1	
10 — — 26 — 1	7 All is 4 to 3
11 — — 27 — 1	8 to 7 — 2 — 1
	9 — — 5 — 2
4 All is 7 to 5	10 — — 5 — 1
5 to 4 — 8 — 5	11 — — 11 — 2
6 — — 5 — 2	
7 — — 11 — 4	8 All is 5 to 4
8 — — 5 — 1	9 to 8 — 7 — 5
9 — — 11 — 2	10 — — 3 — 1
10 — — 20 — 1	11 — — 7 — 2
11 — — 21 — 1	
	9 All is 5 to 4
5 All is 7 to 5	10 to 9 — 11 — 4
6 to 5 — 7 — 4	11 — — 3 — 1
7 — — 2 — 1	
8 — — 9 — 2	10 All is 6 to 3
9 — — 5 — 1	11 to 10; or accord.
10 — — 15 — 1	ing to the stroke.
11 — — 16 — 1	

When a Person who gives three Points to another, is,

1 to 3 is	5 to 4	6 All is	3 to 2
2 — —	3 — 2	7 to 6 —	7 — 4
3 All —	7 — 4	8 — —	7 — 2
4 to 3 —	2 — 1	9 — —	4 — 1
5 — —	5 — 2	10 — —	6 — 1
6 — —	4 — 1	11 — —	13 — 2
7 — —	9 — 2	<hr/>	
8 — —	10 — 1	7 All is	3 to 2
9 — —	11 — 1	8 to 7 —	5 — 2
10 — —	21 — 1	9 — —	3 — 1
11 — —	22 — 1	10 — —	11 — 2
<hr/>		11 — —	6 — 1

4	All is	8	to	5	<hr/>				
5	to 4	9	5	8	All is	4	to	3	
6		8	1	9	to 8	—	3	—	2
7		7	2	10	—	—	7	—	2
8		7	1	11	—	—	4	—	1
9		8	1	<hr/>					
10		20	1	9	All is	4	to	3	
11		21	1	10	to 9	—	3	—	1
<hr/>				11	—	—	7	—	2

5 All is	8 to 5	<hr/>		
6 to 5	5	2	10 All is	5 to 4
7	3	1	11 to 10; or accord-	
8	6	1	ing to the stroke.	
9	13	2	<hr/>	
10	19	1		
11	20	1	<hr/>	

When a Person who gives Four Points to another, is,

1 to 4 is	5 to 4	7 All is	7 to 4
2	3	2	8 to 7
3	7	4	9
4	2	1	10
5	5	2	11
6	4	1	13
7	9	2	14
8	8	1	
9	9	1	
10	26	1	
11	27	1	
<hr/>		9 All is	8 to 5
5 All is	2 to 1	10 to 9	7
6 to 5	7	2	11
7	4	1	4
8	7	1	
9	8	1	
10	24	1	
11	25	1	
<hr/>		10 All is	3 to 2
6 All is	7 to 4	11 to 10, according	
7 to 6	2	to the stroke.	
8	5		
9	11		
10	15		
11	16		

When a Person who gives Five Points to another, is,

1 to 5 is	5 to 4	7 All is	5 to 2
2	3	8 to 7	4 1
3	7	9	11 4
4	2	10	13 1
5	5	11	14 1
6	4		
7	9	8 All is	2 to 4
8	8	9 to 8	5 2
9	9	10	11 4
10	24	11	6 1
11	25		
		9 All is	2 to 1
6 All is	5 to 2	10 to 9	4 1
7 to 6	3	11	11 2
8	11		
9	6	10 All is	8 to 5
10	14	11 to 10, or accord-	
11	15	ing to the stroke.	

When a Person who gives Six Points to another, is,

6 All is	5 to 1	7 All is	3 to 1
7 to 6	7	8 to 7	11 2
8	5	9	6 1
9	7	10	14 1
10	15	11	15 1
11	16		

8 All is 5 to 2	When a Person who receives
9 to 8 11 4	two Points from another, is
10 6 1	3 Love is 5 to 4
11 7 1	4 ——— 8 5
	5 ——— 9 4
9 All is 5 to 2	6 ——— 3 1
10 to 9 5 1	7 ——— 7 2
11 6 1	8 ——— 8 1
	9 ——— 9 1
10 All is 2 to 1	10 ——— 26 1
11 to 10, or according to the stroke.	11 ——— 27 1

When a Person who receives one Point from another, is,

2 Love is 4 to 3
3 ——— 3 2
4 ——— 7 4
5 ——— 2 1
6 ——— 7 2
7 ——— 4 1
8 ——— 9 1
9 ——— 10 1
10 ——— 35 1
11 ——— 36 1

When a Person who receives three Points from another, is,

4 Love is 7 to 3
5 ——— 8 3
6 ——— 11 4
7 ——— 3 1
8 ——— 7 1
9 ——— 8 1
10 ——— 25 1
11 ——— 26 1

*When a Person who receives
four Points from another, is,*

5 Love is	7 to 5
6 ———	2 1
7 ———	5 2
8 ———	6 1
9 ———	7 1
10 ———	15 1
11 ———	16 1

*When a Person who receives
five Points from another, is,*

6 Love is	7 to 4
7 ———	2 1
8 ———	5 1
9 ———	6 1
10 ———	14 1
11 ———	15 1

*When a Person who receives
six Points from another, is,*

7 Love is	3 to 2
8 ———	4 1
9 ———	5 1
10 ———	11 1
11 ———	12 1

*When a Person who receives
two Points from another, is,*

4 to 2 is	6 to 5
5	4 3
6	5 2
7	3 1
8	5 1
9	11 2
10	18 1
11	19 1

*When a Person who receives
two Points from another, is,*

6 to 4 is	4 to 3
7	3 2
8	3 1
9	7 2
10	9 1
11	10 1

*When a Person who receives
two Points from another, is,*

8 to 6 is	3 to 2
9	7 4
10	4 1
11	9 2

<i>When a Person who receives</i>	<i>When a Person who receives</i>
<i>two Points from another, is,</i>	<i>four Points from another, is,</i>
10 to 8 is 3 to 1	10 to 8 is 3 to 2
11 5 2	11 7 4

<i>When a Person who receives</i>	<i>When a Person who receives</i>
<i>four Points from another, is,</i>	<i>four Points from another, is,</i>
7 to 4 is equal.	10 to 9 is 5 to 4
8 — — 2 to 1	11 3 2
9 — — 5 — 2	
10 — — 7 — 1	
11 — — 8 — 1	

<i>When a Person who receives</i>	<i>When a Person who receives</i>
<i>four Points from another, is,</i>	<i>six Points from another, is,</i>
8 to 6 is equal.	10 to 7 is 7 to 4
9 — — 5 to 4	11 2 1
10 — — 3 — 1	
11 — — 7 — 2	<i>When a Person who receives</i>
	<i>six Points from another, is,</i>
	11 to 8 is 4 to 3

The Odds of a Hazard when one Point is given, is according to the Stroke.

When 2 are given	6 to 5
— 3	— 5 — 4
— 4	— 3 — 2
— 5	— 8 — 5
— 6	— 2 — 1

For the full odds that one person does not get an number of hazards following, see page 235.

THE GAME OF FARO.

FARO, Pharo, Pharaoh, or Pharaon, is very similar to Bassot, a game formerly much in vogue.

Rules of the Game.

The banker deals a compleat pack of 52 cards, deliberately, one by one, laying them alternately, first to his right and then to his left hand, till the whole pack is dealt out.

The punter may, at his option, set any number of stakes, agreeable to the sum limited, upon one or more cards chosen out of his livret, from the ace to the king inclusive, either previous to dealing the cards, or after any quantity of coups are made, or he may masque his bets, or change his cards whenever he pleases, or finally decline punting, except an event is unsettled when not above eight cards are undealt.

The banker wins when the card equal in points to that on which the stake is set turns up on his right hand, but loses when it is dealt to the left.

The punter loses half the stake when his card comes out twice in the same coup.

The last card neither wins nor loses.

The last card but one is called hocly, and forms part of the banker's gain ; but now is frequently given up, and generally so in the last deal.

When by accident or design the pack happens to contain more or less than 52 cards, or should the last coup be found deficient, owing to any misdeal, however arising, whether discovered at the end or during the game, the bank must then pay every stake depending at the period when the error is detected, which payment must also be made if the cards are thrown up.

The dealer should always be prepared to inform any punter how many cards remain.

The first card is never valid till the second is dealt.

No person but the dealer or croup should ever meddle with the cards, unless to cut them.

A paroli, &c. may be purchased by paying a sum equivalent to the stake.

Method of Play.

THE tailleur and croup sit opposite each other at a large oval table covered with a green cloth, on which is a line marked by coloured tape, or a wooden rim about an inch high, and eight from the edge of the table, for the purpose of separating those cards punted on from the others. Money is placed either loose in a well, or done up in rouleaus. The tailleur is to deal while the croup pays and receives, guards against errors, and shuffles another pack of cards.

The game may be played by any number of persons, each punter being furnished with a livret, from which having chosen a card, or cards, and placed the same on the table, just within the line, putting the stake either thereon, or upon other cards placed face downwards at the head of those betted on. Then the dealer holds a pack of cards tight in his hand, and shewing the bottom one as a caution to avoid punting on it near the conclusion of the game, and to prevent mistakes, a similar card, with the corners cut off, is usually laid in the middle of the table; proceeds to deal slowly, first to the right, afterwards to the left, mentioning every one as he goes on, and stopping between each two cards, while the croup settles the event.

When a punter gains, he may either take his money or paroli; if he wins again, he may play sept & le va; should he then prove successful, he can paroli for quinze & le va; afterwards for trente & le va; and, finally, for soixante & le va, which is the highest chance in the game. Should the punter not like to venture so boldly,

he may make a paix, or pont; afterwards a double or treble paix, &c. or a single, double, or treble paix-paroli. When doublets are dealt, the punter may either pay or make a pli.

A reckoning may be kept of the number of times each card is dealt, by properly placing a livret and bending the corners of similar cards, one way for the punter, another way for the dealer.

Terms used at Faro.

BANKER; the person who keeps the table.

COUCHE or ENJEU; the stake.

COUP; *A Stroke or Pull.* Any two cards dealt alternately to the right and left.

CROUPIER; *Croup.* An assistant to the dealer.

DOUBLET. Is when the punter's card is turned up twice in the same coup, then the bank wins half the stake. A single paroli must be taken down, but if there are several, only one retires.

HOCIX; *A Certainty.* Signifies the last card but one, the chance of which the banker claims, and may refuse to let any punter withdraw a card when eight or less remain to be dealt.

LIVRET; *A small Book.* A suit of 13 cards, with 4 others called FIGURES, viz. one named the little figure, has a blue cross on each side, and represents ace, deuce, tray; another yellow on both sides, styled the yellow figure, signifies, 4, 5, 6; a third with a black lozonge in the centre, named the black figure, stands for 7, 8, 9, 10; and a red card, called the great or red figure, for knave, queen, king.

L'UNE POUR L'AUTRE; *One for the Other.* Means a drawn game, and is said when two of the punter's cards are dealt in the same coup.

MASQUE. Signifies turning a card, or placing another face downwards, during any number of coups; on

that whereon the punter has staked, and which he afterwards may display at pleasure.

OPPOSE ; *The Opposite Game.* Is reversing the game, and having the cards on the right for the punter, and those on the left for the dealer.

PAIX ; *Peace.* Equivalent to double or quits ; is, when the punter having won, don't chuse to paroli and risque his stake, but bends or makes a bridge of his card, signifying that he ventures his gains only. A double paix is, when the punter having won twice, bends two cards one over the other. Treble paix, thrice, &c. A paix may follow a sept, &c. or quinze, &c. &c.

PAIX-PAROLI. Is when a punter has gained a paroli, wishes then to play double or quits, and save his original stake ; double-paix-paroli succeeds to winning a paix-paroli ; treble-paix-paroli follows double, &c.

PAROLI ; *Double.* Sometimes called *Cocking*, is when a punter, being fortunate, chuses to venture both his stake and gains, which he intimates by bending a corner of his card upwards.

PLI ; *Bending.* Is used when a punter, having lost half his stake by a *doublet*, bends a card in the middle, and setting it up with the points and foot towards the dealer, signifies thereby a desire either of recovering the moiety, or of losing all.

PONT ; *A Bridge.* The same as *Paix*.

PONTE ; *A Point.* The punter or player.

QUINZE & LE VA ; *Fifteen and it goes.* Is when the punter having won a sept, &c. bends the third corner of the card, and ventures for 15 times his stake.

SEPT & LE VA ; *Seven, &c.* Succeeds the gaining of a paroli, by which the punter being entitled to thrice his stake, risks the whole again, and, bending his card a second time, tries to win seven fold.

SOIXANTE & LE VA; *Sixty-three, &c.* Is when the player having obtained a trente, ventures all once more, which is signified by making a fifth paroli, either on another card, if he has parolied on one only before, or by breaking the side of that one which contains four, to pursue his luck in the next deal.

TAILLEUR; *The Dealer.* Generally the banker.

TRENTE & LE VA; *One and Thirty.* Follows a quinze, &c. when the punter again tries his luck, and makes a fourth paroli.

Odds at the Game of Faro.

THE chances of doublets vary according to the number of similar cards remaining among those undealt.

The odds against the punter encrease with every coup that is dealt.

When 20 cards remain in hand, and the punter's card but once in it, the banker's gain is 5 per cent.

When the punter's card is twice in 20, the banker's gain is about the 34th part of the stake

When the punter's card is thrice in 20, the banker's gain is about 4 per cent.

When the punter's card is 4 times in 20, the banker's gain is nearly the 18th part of the stake.

When only 8 cards remain 'tis 5 to 3 } in favour

When but 6 are left, 'tis 2 to 1 } of the

And when no more than 4 3 to 1 } bank.

That the punter don't lose his first stake is an even bet.

N. B. A punter plays on the square by placing a stake, referring to both at the head of two cards that have been dealt thrice each, and neither of which is the bottom one.

For the table exhibiting the odds against winning any number of events successively, see page 235.

A TABLE for FARO, whereby the several Advantages of the Banker, in whatever Circumstances he may happen to be, is seen sufficiently near at the first View.

N ^o of Cards in the Stock.	The N ^o of Times the Punter's Card is contained in the Stock.			
	1	2	3	4
52	**	**	**	50
50	**	94	65	48
48	48	90	62	46
46	46	86	60	44
44	44	82	57	42
42	42	78	54	40
40	40	74	52	38
38	38	70	49	36
36	36	66	46	34
34	34	62	44	32
32	32	58	41	30
30	30	54	38	28
28	28	50	36	26
26	26	46	33	24
24	24	42	30	22
22	22	38	28	20
20	20	34	25	18
18	18	30	22	16
16	16	26	20	14
14	14	22	17	12
12	12	18	14	10
10	10	14	12	8
8	8	11	9	6

Use of the foregoing Table.

EXAMPLE I.

To find the gain of the banker when there are 30 cards remaining in the stock, and the punter's card twice in it.

In the first column seek for the number answering to 30, the number of cards remaining in the stock: over against it, and under 2, at the head of the table, you will find 54, which shews that the banker's gain is the fifty-fourth part of the stake.

EXAMPLE II.

To find the gain of the banker when but 10 cards are remaining in the stock, and the punter's card thrice in it.

Against 10, the number of cards, in the first column, and under number 3, you will find 12, which denotes that the banker's gain is the twelfth part of the stake.

EXAMPLE III.

To find the banker's profit when the punter's cards remain twice in 22.

In the first column find 22, the number of cards, over against it under figure 2, at the head of the table, you will find 38, which shews that the gain is one 38th part of the stake.

EXAMPLE IV.

To find the banker's gain when eight cards remain, and the punter's card thrice among them.

In the first column seek for 8, on a line with which under the 3 stands the figure of 9, denoting the profits to be one-ninth, or 2s. 4d. in the guinea.

COROLLARY 1.

From the table it appears, that the fewer cards there are in the stock, the greater is the gain of the banker.

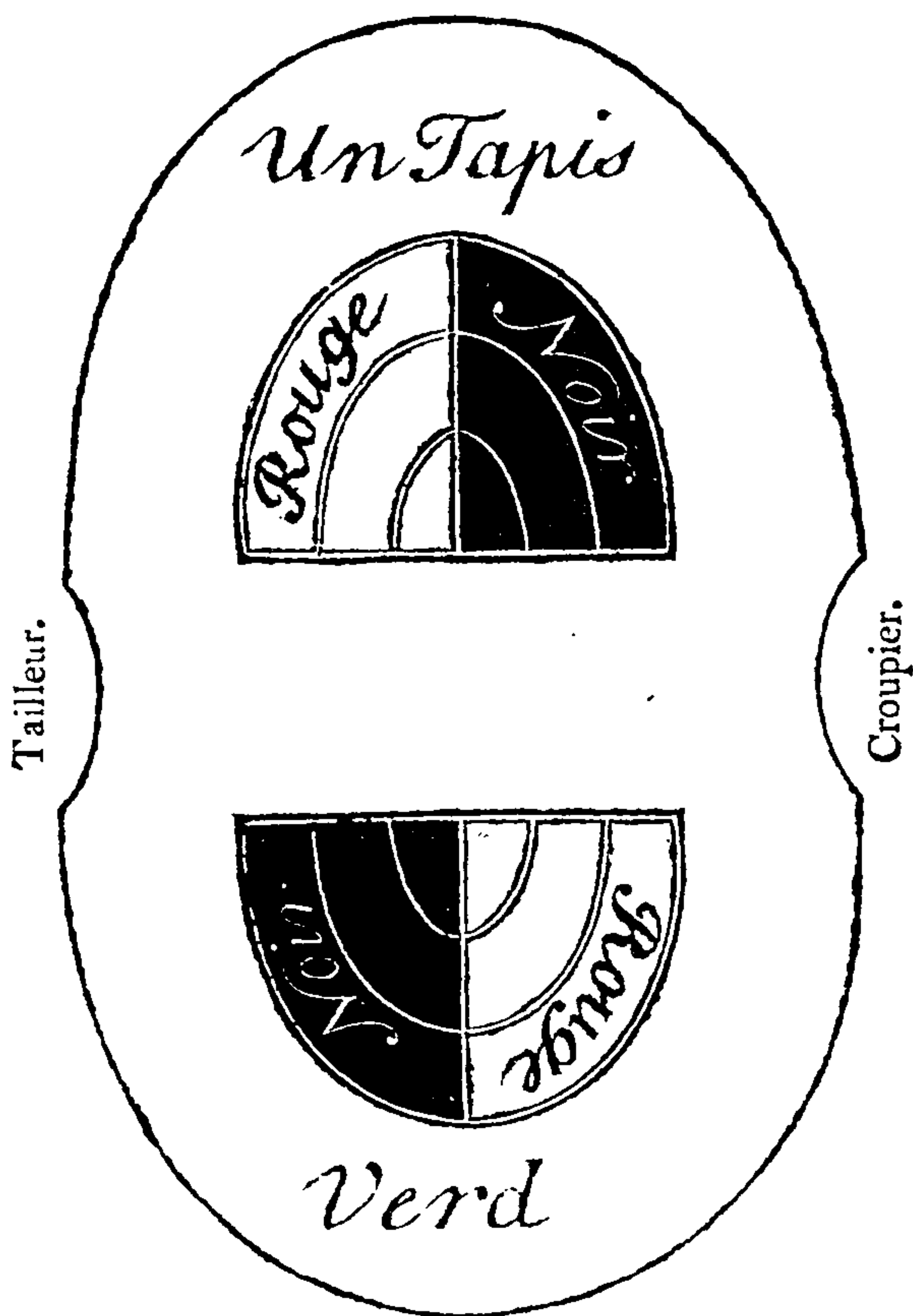
COROLLARY 2.

The least gain of the banker under the same circumstance is, when the punter's card is but twice in hand, the next greater when three times, still greater when but once, and the greatest of all when four times.

The profit of the banker is three per cent. upon all the sums adventured, supposing the punter's to stop when only six cards remain, but with hocly 'tis full five per cent.

THE GAME OF ROUGE ET NOIR.

ROUGE et Noir, or *Red and Black*, is a modern game, so styled, not from the cards, but from the colours marked on the tapis or cloth with which the table is covered.



The first parcel of cards played, is usually for noir, the second for rouge, though sometimes the cards are cut to determine which shall begin. All the terms of this game are French, and that language is used in playing.

Any number of persons may play, and the punters may risk their money on which colour they please, placing the stakes in the outer semicircle.

The tailleur and croupier being seated opposite each other, with a basket for receiving the cards of every coup after dealing, placed on the middle of the table. The tailleur then passing round six packs of cards to be shuffled and mixed confusedly all together by the company, afterwards finally shuffles them, and inserts all the end cards into various parts of the 312, till he meets with an honour, which being placed upright at the end, is offered to a punter, who, putting the same into any part of the pack, the tailleur there separates it, and lays that part which was below the said honour uppermost, and taking therefrom a handful of cards, and placing a weight upon the remainder, proceeds to deal, taking afterwards other parcels from the heap as they may be wanted, till all are dealt out. He looks at the first card, and puts it face downwards; two others, one red, the other black, are then laid back to back, and that placed conspicuously uppermost, which is of a similar colour with the said first card; these two cards are turned according to the colour of that card which afterwards may be first dealt in each succeeding coup. When the stakes are deposited, the tailleur cries noir, turns the top card, and places each succeeding one in a row, till the points of those so turned shall exceed thirty; he then declares the numbers, at trente & une, *one and thirty*; or, if above that, up to forty, he only says, deux, trois, quatre, cinq, six, sept, huit, neuf, *two,*

three, four, five, six, seven, eight, nine, and when forty, quarante.

Another parcel is then dealt in a similar mode for rouge, and the punters win who had staked on that colour, the points for which were thirty-one or nearest to it, which the *tailleur* declares, by saying *rouge gagne*, *Red wins*; or *rouge perd*, *Red loses*. These two parcels, one for each colour, make a coup. When the same number is dealt for each, the *tailleur* says, *apres*, *after*, which forms *un refait*, or *Doublet*, by which neither party loses, except 'tis *un refait trente & un*, *one-and-thirty*, when the *tailleur* wins half the stakes punted on each colour, which half the punters may either pay, or have their stake moved into the middle semicircle of the colour they then choose, called *la premiere prison*, *the first Prison*, to be determined by the next event, whether they lose all or are set at liberty; but if *un refait second trente & un*, *a second Doublet of one-and-thirty*, should occur in the next succeeding deal, the punters lose only one half of their remaining moiety, making three-fourths of their original stakes, and are removed into the smallest semicircle, styled *la seconde prison*, *the second Prison*, and the next coup determines whether the punter loses all, or is to be removed again into *la premiere Prison*.

Punters after winning may *paroli*, &c. and pursue their luck up to a *soixante*, as at *faro*; but as no *livrets* are used at rouge et noir, they cannot make either *paix* or *pont*.

At this game a banker cannot refuse any stake not exceeding his fund; which the punter declares, by saying, *Je va la Banque*, *Va la Banque*, or *Va Banque*, *I go at the Bank*.

Bankers generally furnish punters with slips of card paper, ruled in columns, each marked *N* or *R* at the top, on which accounts are kept by pricking with a

pin, and when un refait happens, the same is denoted by running the pin through the middle line.

Some bankers give up the profit of le refait during the first deal.

The odds against le refait being dealt, are reckoned 63 to 1, but bankers acknowledge they expect it twice in three deals, and there are generally from 29 to 32 coups in each deal.

For the table exhibiting the odds against winning any number of events successively, see page 235.

THE GAME OF CRIBBAGE.

CRIBBAGE, a game differing from all others by its most immense variety of chances, and generally reckoned useful to instruct young people in the science of calculation, is played several ways, either by two, three, or four persons, with 5, 6, or sometimes 8 cards; the rules also vary a little in different companies; but the following are those most generally allowed of.

The dealer may discover his own cards, though if he shews any of the adversary's, that adversary is entitled to mark two points, and also at liberty to call a fresh deal.

Should too many cards be dealt to either party, the non-dealer may score two points, and likewise demand another deal, upon the error being detected previous to taking up the cards; but if he does not wish a new deal in that case the extra cards must be drawn; and when any player is observed to have in hand more than the proper number of cards, then the opponent shall set up 4 points, and call a new deal.

If any person shall meddle with the cards after dealing, till the period of cutting them for the turn-up card then his opponent shall score two points.

When any player scores more than entitled to, the other party shall not only put him back as many points as are overmarked, but likewise score the same extra number for his own game.

Should either party meddle even with his own pegs unnecessarily, the opponent may take 2 points, and if any one takes out his front peg, he must place the same back behind the other; tho' when any are misplaced by accident, a bye-stander should replace the same according to the best of his judgment, but never otherwise interfere.

When any player miscalculates or neglects to set up what he is entitled to, the adversary is, in some companies, allowed to take the points so omitted; but in others that is not done, the inattentive person being only prohibited from afterwards scoring them.

Each player may place his own cards, when done with, on the pack.

In five-card cribbage, the cards are to be dealt one by one alternately, but when played with 6 cards, then it is customary to give three, and if with 8 cards, four at a time.

The non-dealer at the commencement of the game in five-card cribbage scores three points, called taking *three for last*, but in 6 and 8 card cribbage that is not to be done.

Some parties permit of flushes in play to be reckoned, when three or more cards of a suit are laid down successively.

Mode of playing Five-card Cribbage.

CRIBBAGE boards are so universally known, that it is unnecessary to describe them; and the 61 points or holes marked thereon make the game. Each player is first to lay out two of the five cards for the crib, which always belongs to the dealer; next the adversary cuts the remainder of the pack, and the dealer turns up

and lays on the crib the uppermost card, for which, if a knave, he marks two points. The card turned up is to be reckoned by both parties, whether in shewing their hands or crib. After laying out and cutting as above mentioned, the eldest hand plays any card which the other endeavours to pair, or to find one, the points of which reckoned with the first will make 15; then the non-dealer plays another card, trying to make a pair, pair-royal, sequence, flush where allowed of, or 15, provided the cards already played have not exceeded that number, and so on alternately till the points of the cards played make 31, or the nearest possible number under that.

When the party whose turn it may be to play cannot produce a card that will make 31, or come in under that number, he then says, *Go*, to his antagonist, who thereupon is to play any card he has that will come in to make 31, if he can, and take two points, or to score one for the end hole; and besides, the last player has often opportunities to make pairs, or sequences. Such cards as remain after this, are not to be played; but each party having, during the play, scored his points gained, in the manner as directed below, proceeds, the non-dealers first, then the dealer, to count and take for his hand and crib as follows, reckoning the cards every way they can possibly be varied, and always including the turned-up card.

For every 15	_____	2 points.
_____ Pair, or two of a sort		2 points.
_____ Pair-royal, or three of a sort		6 points.
_____ Double pair-royal, or 4 ditto		12 points.
_____ Sequence of any suits, according to the No.		
_____ Flushes according to the No.		
_____ Knave, or noddy, of the same suit as turned up, 1 point; but when turned up it is not to be rec-		

koned again, nor is any thing to be taken for it when played.

N. B. Three cards of the same suit in hand, or four in crib, usually entitle the player to reckon that number, and also one more when the turned-up card happens to be of the same suit; but among professed gamblers it is not customary to allow flushes in crib, unless all the cards, including that turned up, are a similar suit.

In laying out cards for the crib, it is always requisite that every player should consider not only his own hand, but also whom the crib belongs to, as well as the state of the game; for what might be proper in one situation would be highly imprudent in another. A player, when he does not thereby injure his hand, should, for his own crib, lay out close cards, in hopes of making a sequence, or two of a suit, in expectation of a flush, or any cards that of themselves amount to 15, or such as reckoned with any others will make that number, except when the antagonist is nearly up, and it may be expedient to keep such cards that probably might prevent him from gaining at play. The direct contrary method should be pursued in respect to the adversary's crib, which each person should endeavour to baulk, by laying out those cards that are not likely to prove of advantage, unless at such a stage of the game, when it may be of consequence to keep in hand cards likely to tell in play, or when the non-dealer would either be out by his hand, or has reasons for judging the crib of little moment. The king is a good card to baulk a crib, as none can form a sequence beyond it. Low cards are generally the most likely to gain at play. Flushes and sequences are for the most part eligible hands, as thereby the player is often enabled either to assist his own crib, or baulk that of the opponent; to whom a knave should never be given, if with propriety it can be retained. Sequences in play need not be laid down in order;

it is sufficient that the cards on the table will form a sequence without any other one intervening; as for instance, suppose a six first played, then a four, and afterwards a tray, if a deuce follows, it will make sequence of three; then if a five, it will be a sequence of four; and if an ace or seven succeeds the five, a sequence of six; though should a ten, or any other card that will not run on regular, be played as the fourth, the sequence then will be totally prevented.

Twenty-nine is the greatest possible number that can be gained by the shew of any hand, or crib, either in five or six card cribbage, and is composed of three fives and a knave, with a fourth five, of the same suit as the knave, turned up; this very seldom happens; but twenty-four is not an uncommon number, and may be formed of four threes and a nine, or two fours, one five, and two sixes; and some other combinations that a little experience will point out.

The almost endless variety in cribbage renders it impossible to give, in a small compass, sufficient directions for learners to put out, retain, or play their cards to the best advantage in all the different situations of the game. Experience and attention combined with calculation will soon do the whole. The chances are often so extraordinary and unexpected, that even between skilful gamesters it is possible at five card cribbage, when the adversary is 56, for a lucky player, who had not previously made a single hole, to be more than up in two deals, his opponent getting no further than 60 in that time; and in four hand cribbage a case may occur wherein none of the parties hold a single point in hand and yet the dealer and his friend, with the assistance of a knave turned up, may make 61 by play in one deal while their adversaries only get 24; and tho' these particular games, as stated hereafter, may not happen o

many years, yet others nearly similar may now and then be met with.

Suppose *A* to be 56, and *B*, whose turn it is to deal, not having gained a single point, gives *A* one six, two sevens, a three, and a four, and to himself three fixes, a deuce, and a three, he laying out the deuce and three: *A* the three and four to the crib, for which the turn-up card proves another three. *A* then plays a seven, *B* a six, making 13; then *A* another six, making 19, and scores two for a pair; *B* a third six, making 25, and a pair-royal, for which he scores 6

A not being able to come in, *B* plays the fourth six, making a double pair-royal, with two for 31 14
A shews and marks two for the pair of sevens in his hand; *B* shews and sets up 12 for his hand, and 17 for crib — — 29

Second deal, *A* gives *B* three, four, and five of the same suit, with any two tenth cards; and to himself seven, eight, nine, and likewise two tenth cards; each person laying out his two tenth cards for the crib, and a three again turned up. *B* plays a four, *A* an eight, making 12, *B* a three, 15, and scores — 2

A follows with the nine, making 24, *B* his five, 29, and the end hole — 1

And scores also for his hand — 13

Making in all four more than game — 65

In the other case *A* and *B* play against *C* and *D*. *A* deals to every one a three, four, six, seven, and any tenth card, which last mentioned each, to play judiciously, should put out for the crib; then suppose a

knave turned up, for which <i>A</i> and <i>B</i> score			2
<i>C</i> begins with a four.			
<i>B</i> pairs the same and sets up	—		2
<i>D</i> makes a pair-royal	—	6	
<i>A</i> a double pair-royal	—		12
<i>C</i> then follows with a three.			
<i>B</i> pairs that also	—		2
<i>D</i> makes another pair-royal	—	6	
<i>A</i> the double ditto, and end hole			13
<i>C</i> goes on with a seven, which			
<i>B</i> likewise pairs	—		2
<i>D</i> plays the third seven	—	6	
<i>A</i> the fourth seven, and end hole again			13
<i>C</i> now plays his six.			
<i>B</i> pairs it	—		2
<i>D</i> makes the pair-royal again	—	6	
<i>A</i> the double ditto, and end hole	—		13
		—	—
		24	61

Odds of the Game.

THE chances of points in a hand are calculated at more than four, and under five ; and those to be gained in play are reckoned two to the dealer, and one to the adversary, making in all about six on the average, throughout the game ; and the probability of those in the crib are estimated at five ; so that each player ought to make sixteen in two deals, and onward in the same proportion to the end of the game, by which it appears that the first dealer has rather the advantage, supposing the cards to run equal, and the players likewise equally matched in skill. By attending to the above calculation any player may judge whether he is at home or not, and thereby play his game accordingly, either by making a push when he is behind and holds good cards, or by endeavouring to baulk the opponent when his hand proves indifferent.

In favour of the Dealer.

Each party being even	5 holes going up, is	6	to	4
_____ at 10 holes each		12	—	11
_____ 15 ditto	—	7	—	4
_____ 20 each	—	6	—	4
_____ 25 each	—	11	—	10
_____ 30 each	—	9	—	5
_____ 35 each	—	7	—	6
_____ 40 each	—	10	—	9
_____ 45 each	—	12	—	8
_____ 50 each	—	5	—	2
_____ 55 each	—	21	—	20
_____ 60 each	—	2	—	1
When the dealer wants 3 and his opponent 4,		5	—	4
In all situations of the game, till within 15 of				
the end, when the dealer is 5 points a head		3	—	1
But when within 15 of the end		8	—	1
And if the dealer wants 6, and the adver-				
fary 11,	—	10	—	1
Should the dealer be 10 a head, it is 4 or		5	—	1
And near the end of the game, 10 or		12	—	1
When the dealer wants 16 and the antago-				
nist 11,	—	21	—	20

Against the Dealer.

Both players being even at 56 holes each, is	7	to	5
_____ 57	7	—	4
_____ 58	3	—	2
If the dealer wants 20, and his opponent 17	5	—	4
When the dealer is five points behind, previous			
to turning the top of the board	6	—	5
When he is 31, and the antagonist 36	6	—	4
When 36, and the adversary 41	7	—	4

Even Betting.

When at 59 holes each player.

In all points of the game, till within 20 of the end, if the non-dealer is three a-head.

The dealer wanting 14, and his antagonist 9

Ditto ——— 11, Ditto ——— 7

Three or four-hand cribbage differs only from the preceding, as the parties put out but one card each to the crib, and when thirty-one, or near as can be, have been made, then the next eldest hand leads, and the players go on again, in rotation, with any remaining cards, till all are played out, before they proceed to shew.

A sort of three-hand cribbage is sometimes played, wherein one person sits out, not each game, but each deal, in rotation. In this the first dealer generally wins.

Six-card cribbage varies from that played with five, as the players (always only two) commence on an equality, without scoring any points for last, retain four cards in hand, and all the cards are to be played out, as in three and four hand cribbage with five cards.

At this Game it is of advantage to the last player to keep as close cards as possible, in hopes of coming in for fifteen, a sequence, or pair, besides the end hole or thirty-one.

The first dealer is reckoned to have some trifling advantage, and each player may, on the average, expect to make twenty-five points in every two deals.

The first non-dealer is considered to have a preference, when he gains ten or more the first hand, and the dealer not making more than his average number.

Sometimes eight card cribbage is played ; but very seldom.

These games of three and four hand cribbage, and those of six or eight cards, are easier than that of five

cards by two persons, and consequently are not near so much in vogue with professed gamblers.

Some ingenious people in London invented a game of chance they styled playing at cribbage by hackney coaches; that is, two persons seating themselves at a window in some great thoroughfare street, one would take all the coaches from the right, the other from the left; the figures on the doors of the carriages were reckoned as cards in shew, and every man or boy that happened to sit, stand, or hold at the back of any of them, were called Noddies, and one scored for each.

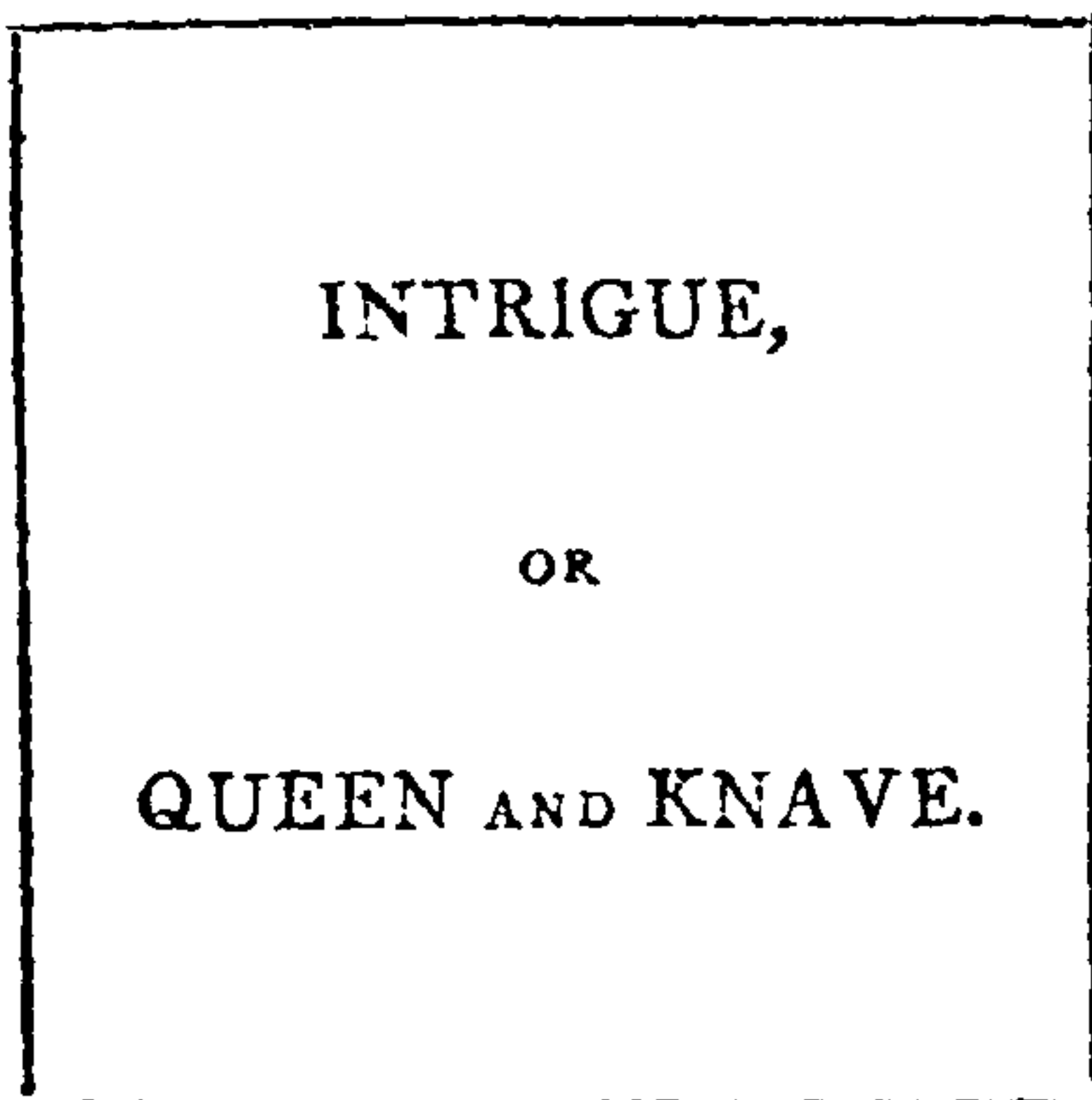
THE GAME OF MATRIMONY.

MATRIMONY may be played by any number of of Persons from 5 to 14. This game is composed of 5 chances, usually marked on a board or sheet of paper, as under.

Best

The Ace of Diamonds turned up.

Confederacy
King and Knave.



Matrimony
King and Queen.

Pairs
The Highest.

N. B. The ace of diamonds turned up takes the whole pool, but when in hand ranks only as any other ace, and if not turned up, nor any ace in hand, then king, or the next best card, wins the chance styled left.

This game is generally played with counters, and the dealer stakes what he pleases on each chance, the other players depositing each the same quantity, except one; that is, when the dealer stakes twelve, the rest of the company lay on eleven each. After this, two cards are dealt round to every one, then to each one other card turned up, and he who so happens to get the ace of diamonds sweeps all; if it is not turned up, then each player shews his hand, and any of them having matrimony, intrigue, &c. takes the counters on that point; and when two or more people happen to have a similar combination, the eldest hand has the preference, and should any chance not be gained, it stands over to the next deal.

THE GAME OF CASSINO.

CASSINO is generally played by four people, but occasionally by three or two; the points consist of eleven, and the lurch is six.

The points are thus calculated :

That party which obtains the great cassino (or ten of diamonds) reckons	—	—	2 points.
Ditto, little cassino (the deuce of spades)			1
The four aces one point each	—		4
The majority in spades	—		1
The majority of cards	—		3
Besides a sweep before the end of the game, when a player can match all on the board, reckons	—	—	1

In some deals at this game it may so happen, that neither party wins any thing, as the points are not set up according to the tricks, &c. obtained, but the smaller number is constantly subtracted from the larger both in cards and points, and if they both prove equal, the game commences again, and the deal goes on in rotation: when three persons play at this game: then the two lowest add their points together, and subtract from the highest.

L A W S.

The deal and partners are determined by cutting; as at whist, and the dealer gives four cards by one at a time to every player, and lays in any manner he likes, either regularly as he deals, or by 1, 2, 3, or 4 at a time; four more face upwards on the board, and after the first cards are played, four others are to be dealt to each person till the pack is concluded; but 'tis only in the first deal that any cards are to be turned up.

The deal is not lost when a card is faced by the dealer, unless in the first round before any of the four cards are turned up on the table; and if a card happens to be faced in the pack before any of the said four are turned up, then the deal must be begun again.

Any person playing with less than four cards must abide by the loss, and should a card be found under the table, the player whose number is deficient is to take the same.

Each person plays one card at a time, with which he may not only take every card of the same denomination on the table, but likewise all that will combine therewith; as for instance, a ten takes not only every ten, but also nine and ace, eight and deuce, seven and three, six and four, or two fives.

The number of tricks are not to be counted before all the cards are played, nor may any trick but that last won

be looked at; and every mistake must be challenged immediately.

The player who obtains the last trick sweeps all the cards then remaining unmatched on the table.

RULES.

The principal objects are to remember what has been played; and when no pairs or combinations can be made, to clear the hand of court cards, which are only of service in pairing or in gaining the final sweep; and if no court cards are left, 'tis best to play any small ones, except aces, as thereby combinations are often prevented.

In making pairs and combinations a preference should always be given to spades, for obtaining a majority of them may save the game.

When three aces are out, take the first opportunity to play the fourth, as it then cannot pair; but when there is another ace remaining, it is better even to play the little cassino, that can only make one point, than to risk the ace, which may be paired by the opponent, and make a difference of two points.

Do not neglect sweeping the board when opportunity offers; always prefer taking up the card laid down by the opponent, also as many as possible with one, endeavouring likewise to win the last cards.

While great or little cassino is in, avoid playing either a ten or a deuce.

When you hold a pair, lay down one of them, unless when there is both a similar card on the table, and the fourth is not yet out.

Attend to the adversaries score, and, if possible, prevent them from saving their luck, even though you otherwise seemingly get less yourself, particularly if you can hinder them from clearing the board.

At the commencement of a game, combine all the cards possible, for that is more difficult than pairing; but when combinations cannot be made, don't omit to pair, and also carefully avoid losing opportunities of making tricks.

THE GAME OF GOFF, OR GOLF.

THE favourite summer amusement in Scotland is played with clubs and balls. The club is taper, terminating in the part that strikes the ball, which is faced with horn, and loaded with lead. But of this there are six sorts used by good players; namely, the *common club*, used when the ball lies on the ground; the *scraper* and *half scraper*, when in long grass; the *spoon*, when in a hollow; the *heavy iron club*, when it lies deep among stones or mud; and the *light iron ditto*, when on the surface of chingle or sandy ground.

The balls are considerably smaller than those used at cricket, but much harder; they are made of horse leather, stuffed with feathers in a peculiar manner, and boiled.

The ground may be circular, triangular, or a semi-circle. The number of holes are not limited; that always depends on what the length of the ground will admit. The general distance between one hole and another is about a quarter of a mile, which commences and terminates every game; and the party who gets their ball in by the fewest number of strokes are the victors.

Two, four, six, eight, or as many as choose, may play together; but what is called the good game never exceeds four; that number being allowed to afford best

diversion, and not so liable to confusion as six, eight, ten, or twelve might be.

The more rising or uneven the ground, requires the greater nicety or skill in the players; on which account it is always given the preference to by proficients.

Light balls are used when playing with the wind, and heavy ones against it.

At the beginning of each game the ball is allowed to be elevated to whatever height the player chooses, for the convenience of striking; but not afterwards.

This is done by means of sand or clay, called a *Teeing*.

The balls which are played off at the beginning of the game must not be changed until the next hole is won, even if they should happen to burst.

When a ball happens to be lost, that hole is lost to the party.

If a ball should be accidentally stopped, the player is allowed to take his stroke again.

Suppose four are to play the game, *A* and *B* against *C* and *D*; each party having a ball, they proceed thus:

A strikes off first—*C* next; but perhaps does not drive his ball above half the distance *A* did, on which account *D*, his partner, next strikes it, which is called *one more*, to get it as forward as that of their antagonists, or as much beyond it as possible; if this is done, then *B* strikes *A*'s ball, which is called playing *the like*, or equal, of their opponents. But if *C* and *D*, by their ball being in an awkward situation, should not be able, by playing *one more*, to get it as forward as *A*'s, they are to play in turn, *two*, *three*, or as many more until that is accomplished, before *B* strikes his partner's ball; which he calls *one to two*, or *one to three*, or as many strokes as they required to get to the same distance as

A did by his once playing. The ball is struck alternately, if the parties are equal, or nearly so.

THE GAME OF CONNEXIONS.

THIS game may be played by either three or four people ; if the former number, 10 cards each are to be given ; but if the latter, then only eight, a piece, which are dealt and bear the same import as at whist, except that diamonds are always trumps here.

The connexions are formed as follow :

1st. By the two black aces.

2d. The ace of spades and king of hearts.

3d. The ace of clubs and king of hearts.

For the first connexion 2s. are drawn from the pool ; for the second 1s. ; and for the third, and by the winner of the majority in tricks, 6d. each is taken. These sums are supposing guineas staked, but when only silver is pooled, then pence are drawn.

A trump played in any round where there is a connexion wins the trick, otherwise it is gained by the player of the first card of connexion, and after a connexion any following player may trump without incurring a revoke, and also whatsoever suit may be led, the person holding a card of connexion, is at liberty to play the same, but the others must, if possible, follow suit, unless one of them can answer the connexion, which should be done in preference.

No money can be drawn till the hands are finished, then the possessors of the connexions are to take first according to precedence, and those having the majority of tricks take last.

THE GAME OF REVERSES.

REVERSES is played by four persons, with every one a box, containing six contracts, reckoned as 48 fish each, twenty counters 6 fish each, and thirty-two fish, making in all 400 fish; likewise with two pools, called the great and the little quinola pools, (the great one to be under the little) which are always to be placed on the dealer's right hand. For this game the tens must be taken out from a pack of cards; the deal is to the right; three cards are given to each player the first round, and four to the dealer, afterwards always four, so that the non-dealers will have eleven cards each, and the dealer twelve, with three remaining, to be placed singly in the middle of the table opposite to each non-dealer, who is to put out a card, under the pools, and replace it with the card that is opposite to him on the table; the dealer likewise puts out one, but does not take in: should, however, there be three remises or stakes in the pools, then it is in any player's option to take a card or not; if he does not, he may see the card, before the same is placed to the discard; then, previous to playing any card, the opposite parties exchange one with each other. The cards rank as at whist, and the points in the tricks are forty, each ace reckoning four, king three, queen two, and knave one.

The points in the discard, which form the *party*, reckon as in the tricks, except the ace of diamonds, and the knave of hearts, as great quinola; the former reckoning five, and the latter four. The player having the fewest points wins the party. If two have the same number of points, then he who has the fewest tricks, has the preference; if points and tricks are equal, then he who dealt last wins; but he who has

not a trick has the preference over a trick without points; and the *espagnolette* played, and won, gains the party in preference to the last dealer. When every trick is made by the same person, there is no party; and this is called making the reversis.

The great *quinola* pool, is to consist of twenty-six fish, and to be renewed every time the same is cleared, or has fewer in it than the twenty-six; this stake is attached to the knave of hearts, or great *quinola*, which cannot be put to the discard, unless there are three stakes, or a hundred fish in the pool. The little *quinola* pool, consisting of thirteen fish, attached to the queen of hearts, as little *quinola*, is to be renewed in the same manner, in proportion as the other, and the little *quinola* cannot be put to the discard, unless there are three stakes, or fifty fish in the pool. Each time either or both of the *quinolas* are placed, or played on a renounce, they are entitled to the stakes attached to them, except when there are three stakes in the pool, then the great *quinola* is to receive a hundred fish, and the little *quinola* fifty: on the contrary, each time the *quinolas* are forced, led out or *gergi*, the stakes are to be paid in the same proportion as they would have been received, except in the single instance of the person who played the *quinolas* making the reversis, when the *quinola*, to be entitled to any benefit, must be played before the two last tricks.

Every trick must be made by one person to make the *reversis*, which is undertaken when the first nine tricks are gained by the same person; there is then an end of the party, and of the *quinolas* if held by him, except he has played both or either of them before the two last tricks; but, on the contrary, should his reversis be broken, he then is not only to pay the reversis broken, but the stakes to the pools, for the *quinolas* he may have played before the reversis was undertaken. All

consolations paid for aces or quinolas, by the person undertaking the reversis, are to be returned on winning it.

The *espagnolette* is either simply four aces, three aces and one quinola, or two aces and two quinolas. The player having the same, has a right to renounce in every suit, during the whole game, and if he can avoid winning any trick, and there is no reversis, he of course wins the party in preference to him who is better placed; but if obliged to win a trick, he then pays the party to the other, and returns the consolations he may have received for aces or quinolas; and if he has a quinola, he must pay the stake to the pool, instead of receiving it. The player having the *espagnolette*, is at liberty to wave his privilege, and play his game as a common one, but loses that privilege the moment he has renounced playing in suit. The player of the *espagnolette* receives consolation in any part of the game, if he forces the quinola.

If the reversis is won or broke, the *espagnolette* pays singly for all the company. When the person holding the *espagnolette* can break the reversis, he is payed, as before mentioned, by the person whose reversis he broke; he can likewise undertake the reversis, but then his hand must be played as a common game. If the *espagnolette* has placed his quinola, and there is a reversis either made or broken, he is not to receive the stake; for when the reversis is attempted, the stakes are neither received or paid, except by him who undertakes the same. If, by another player having the ace or king of hearts, the *espagnolette* has in any part of the game either of his quinolas forced, he pays the stake and his consolation to him that forces, except there is a reversis.

The dealer always puts two fish into the great quinola pool, and one into the little; besides which every

player, at the commencement, puts into the former six fish, and into the latter three; and each time the stakes are drawn, or when there are fewer fish in the pool than the original stake, the pool must be replenished as at first. To the points in the discard, four are to be added for the party. The person who gives an ace upon a renounce, receives a fish from the person who wins the trick; if the ace of diamonds, he will receive two. The person who forces an ace, receives the same payments from all the players. The great quinola placed upon a renounce, receives six fish; the little quinola three; and if either of them is forced, the person who forces receives the same payment from each player; and these payments should be made immediately, without being asked for. One or more aces, or either of the quinolas played, or gergi, that is, *led out*, pay the same as if they had been forced to the person who wins the party, but it is for him to recollect and demand them. When either ace or quinola are placed, played, or gergi the last card, it is called *à la bonne*, and are payed double, and all payments whatever are double to the person who sits opposite. The payment for the reversis made or broke, is eighty fish; each player paying twenty, and the opposite party forty, when the reversis is made; but when broken, the whole is paid by the person whose reversis is broken; that is, he pays the person breaking it exactly the same number of fish he would have received had he won it.

Laws of the Game of Reversis.

- I. THE person who misdeals, loses his deal.
- II. If any player takes his card without having put out to the discard, the deal goes for nothing.
- III. The eldest hand ought to take care that all the players have put their stakes into the pools; if not, he must make good the deficiency...

IV. The discard is not to be changed after being put out.

V. The eldest hand should not play a card till the discard is complete; should he have played, he is permitted, if nobody has played to it, to take up the same and play another.

VI. No person must play before his turn.

VII. If at the end of the game it is perceived there is an error in the discard, the deal must be made again.

VIII. When the cards are cut, it is too late to ask for any payments.

IX. The player who flings down his game, thinking he can win the remaining tricks, is to pay for any ace or quinola that has or can be placed or given; and, in case of undertaking a reversis, the person who might break it can oblige him to play the cards as he who can break it shall direct.

X. When a player, whether thinking he has won the party or not, asks for the aces or quinolas led out, before the person who has really won the party has demanded them, he is to pay for him who might otherwise have been called upon to pay.

XI. Before playing a card it is always permitted to ask how the cards have been played, but it is not allowed to observe it to others who may not make the enquiry.

XII. The player is permitted to examine all his own tricks at any time, but not to look at those of any other person, except the last trick.

THE GAME OF PUT.

PUT, played with a complete pack, generally by two people, sometimes by three, and often by four, is a

game at which the cards rank differently from all others, tray being the best, next the deuce, then ace, king, and so on in the usual order. After cutting for deal, &c. at which the highest put-card wins, three cards, by one at a time, are given to each player, then the game is played either of the following ways: 1st, If the non-dealer throws up his cards, he loses a point, if he plays, and the dealer does not lay down another to it, he gains a point; but, should the dealer put to the card played, the game goes on: 2nd, when the non-dealer plays a card, and the adversary either wins the same, passes it, or lays down one of equal value, forming what is styled a tie, the non-dealer is still at liberty to put, that is play, or not, and his opponent then only gains a point; the dealer has also the same privilege, and, if he refuses to put, then his antagonist is entitled to a point; but if both parties agree to go on, whoever gains all the tricks or two out of three, wins five points, which are the game; if each player obtains one trick, and the third is a tie, then neither party scores.

Four-handed put differs only in that any two of the players give each their best card to his partner, who then lays out one of his, and the game is afterwards played as in two-handed put. If the dealer turns up any of his adversary's cards, another deal may be demanded; but, when he shews his own, he is to abide by them: and should a faced card occur, the pack must be shuffled and dealt again: when more cards than necessary are given to the non-dealer, he may either claim a fresh deal, or have the extra cards drawn out; but should the dealer give himself too many, then his opponent is entitled to a point, and may either have another deal, or draw the supernumerary cards.

Bye-standers ought never to interfere, under penalty of paying the stakes.

Either party saying *I put* must abide the event of the game, or pay the stakes.

THE GAME OF ALL-FOURS.

THIS game, played by two people, with a complete pack, derives its name from the four chances therein, for each of which a point is scored, namely, *high*, the best trump out; *low*, the smallest trump dealt; *jack*, the knave of trumps; *game*, the majority of pips reckoned from such of the following cards as the respective players have in their tricks; viz. every ace is counted as 4; king, 3; queen, 2; knave, 1; and ten for 10. Low is always scored by the person to whom it was dealt; but jack being the property of whoever can win or save it, the possessor is permitted to revoke and trump with that card: and when turned up as trump the dealer scores; it is also allowable for the player who lays down a high or low trump to enquire at the time whether the same be high or low.

After cutting for deal, at which either the highest or lowest card wins, as previously fixed, six are to be given to each player, either by three or one at a time, and the 13th turned up for trump; then if the eldest don't like his cards, he may, for once in a hand, say, *I beg*, when the dealer must either give a point or three more cards to each, and turn up the 7th for trump; but if that should prove of the same suit as the first turned up, then three cards more are to be given, and so on till a different suit occurs. The cards rank as at whist, and each player should always strive to secure his own tens and court cards, or take those of the adversary, to obtain which, except when commanding cards are held, 'tis usual to play a low one to throw the lead into the opponent's hand. Ten or eleven points form the game, which may be set up as at whist, though a very customary method is to draw two cards from the pack, and

lay them one on the other, so as to exhibit only the number of pips the player has gained.

When the dealer shews any of his adversary's cards a new deal may be demanded, but in shewing his own he must abide by the same.

If discovered, previous to playing, that too many cards are given to either party, a fresh deal may be claimed, or the extra cards drawn out by the opponent; but should even a single card have been played, then there must be another deal.

With strict players the adversary may score a point whenever his opponent don't trump or follow suit, and each calculates his game without inspecting the tricks, which when erroneously set up must not only be taken down, but also the antagonist either scores four points or one as shall have been agreed on.

TREATISE ON GAME-COCKS.

Directions for Breeding Game-Cocks.

CHOOOSE the breeding cock from a strain which has generally, if not always, won the odd battle when equally matched; be also thoroughly convinced that he is perfectly sound, by attending to his manner of feeding, where if he eats corn enough to make his crop very hard, and digests the same speedily, that is as sure a sign his constitution is good, as that it is rotten when he eats but little, and has a bad digestion; for greater certainty, try also by running him down in a field, and sparring with another cock, at either of which, if unsound, he will turn black in the face; prove the hens too in a similar manner, and be assured there has not been the least taint in their race for many generations past. The cock, in respect to exterior qualifications, should

possess a thin long head, or very taper, if short ; large full eyes, stout crooked beak, thick long neck, short compact body, with a round breast, firm stout thighs, placed well up to the shoulders, long strong legs, and if they correspond in colour with the beak, that is esteemed a perfection ; broad thin feet, and very long claws ; an upright easy carriage and stately walk, with wings not lying close on his back, but in some measure extended. N. B. A long necked cock has a great advantage in battle, particularly when his antagonist strikes at the head ; one with a sharp breast carries much useless weight about him, besides never having a fine forehand ; and a cock whose thighs are placed rather behind cannot maintain a long battle. There are good cocks of all colours, but the feathers should be thin, short, and hard, which are also a sign of health, as the contrary is of a bad constitution. A cock possessed of all the aforementioned qualifications, in condition to fight, ought not to weigh more than 4lb. 10 oz. for when above that weight, and the hens of a good size, their progeny, if well walked, will be too large to fight within the articles, and if the cock is much less in weight than 4lb. 8 oz. the chickens will not have the due share of bone requisite to contend with well bred cocks. The hens should correspond to the cock in feather, make, and shape, with bodies roomy behind, for the production of large eggs.

The breeding walk should be where there are out-buildings for shelter in bad weather, on a dry soil, if gravelly so much the better, at a distance from any house where fowls are kept, lest the hens should be trod by other cocks, and not near a wood or coppice, for fear of vermin that might destroy the chickens, or of a fox carrying off the cock or hens. If possible get a situation where there is a constant stream of clear water running off by the house, but if necessary to pump or draw it

for the birds, let the same be changed very often, or they won't long be healthy. Farm houses, where others fowls are kept, or hogs, geese or ducks, dirty all the water about the spot, are not eligible situations to breed game cocks. Let the roosting place be of good size, dry, and free from offensive smells. Take care that the perches are round, and not fixed higher than the birds can ascend, or descend from with ease, nor too thick for them to gripe, else their feet will swell.

In the beginning of February, at soonest, put the cock and not more than 3 or 4 hens together, let them if possible be sisters, for greater certainty in breeding; observe how they agree, and should the cock take a dislike to any hen, remove her away directly. Before the hens begins to lay, provide distinct and separate nests for them, else they will frequently drop their eggs in improper places, and sometimes quarrel, after which they perhaps will never run peaceably together again, but fight, occasionally, till they entirely spoil one another. The first egg being generally smaller than the rest, mark and leave it in the nest; take out all the others the same day as laid, write on and put them into a box with bran, and be careful that they are neither thrown about nor changed. When the hens begin to grow broody, which may easily be known by their countenances turning white and their combs shrivelling, they at that time are not in perfect health, therefore do not save any more eggs, but leave them in the nests to entice the hens to sit sooner, for which purpose use the eggs already laid by, as most likely to produce good chickens; but if two flocks are wanted from each hen, then set their first eggs under other hens, healthy dung-hill ones in preference; choose a situation where the others can't get at them, otherwise they will quarrel, and, perhaps, occasion the eggs to be broke. Have plenty of food and water always near the sitting

hens, and if they are in a place that is floored, lay a quantity of gravel on it. Confine, till their heat is gone off, in separate dry coops, close to where the other game birds feed, those hens which have been hindered from sitting, otherwise in each case they would be apt to fight, and perhaps get disfigured, which might probably prevent them from laying any more that season. When they begin to lay their second clutch, proceed as before, only set them on their own eggs, and by no means force them to lay a third set, as that would weaken them too much, and, besides, the chickens be of little value if hatched later than May; those hatched before the end of March are often cramped by cold, and such as are later than the beginning of June never run cocks so high upon leg, light fleshed, or large boned. Make the nests for the sitting hens of clean straw rubbed soft, in large earthen pans raised 18 inches from the ground, to guard against vermin, and don't put above 12 eggs under each hen. Some of the eggs may, perhaps, begin hatching on the 10th day; attend to that, and as the hen will be inclined to quit the nest as soon as two or three chickens are out of the shell, let them be taken away, wrapped in some wool in a basket covered with flannel, and placed in a warm situation where their mother can't hear them, feeding them with hard boiled egg chopped small, but restoring them to her at night. When the weather proves dry, and the sun shines, the chickens may be put out of doors the day after they are hatched, confining the hens under crates or in coops to prevent them from rambling, which will cause them to hover their flocks oftener than if at liberty but when the weather is cold, or the ground wet, keep them in a room, confining the hens in the same manner, taking, in every case, especial care that there is space enough for the chickens to get to their mother without squeezing, which would make them grow long

bodied, and will be the effect if they often go between close garden rails. Should four hens hatch within about the space of as many days, take the chickens from one, and divide them among the others, in an evening after they have been some time at roost, removing to another walk the hen deprived of her chickens. Should the hens not have above eight a piece on the average, they may all be put under two, who will nurse the chickens as their own, and they by that means will have fewer enemies.

Feed the chickens for the first fortnight with bread and egg mixed, besides grits, and when kept in a room, or where they can't get at insects, procure them some raw bones of beef or mutton to pick. Give them very often fresh water in shallow vessels, and take care it don't get warm. When a fortnight old, feed them on barley, setting the hens at liberty; and where there is not a running stream, place their drink in the shade; guard against all foul water, and particularly soap suds, which may occasion the roop, a fatal disease that never can be thoroughly cured. Feed the chickens in the morning, soon as let out, again at noon, and also about an hour before they go to roost; giving them, each time, as much as they can eat, but not so as to leave any food, which would prevent them from taking necessary exercise, and be nearly as detrimental as keeping them too long without victuals. Where the soil is not gravelly, have a lead or two laid like a bank, and scatter the corn thereon upon both sides, which may prevent quarrelling between the different cocks. Do not have a hole for the chickens to go in and out as they like, but let the door of the roosting-place stand open all the day, and lock the same at night; also count the chickens at least every morning. When the breeding-hens have all hatched, or are near it, remove the cock to another walk, lest he

should grow morose and beat the chickens; besides, by sending him away, the hens will take care of their young much longer. Soon as the pullets can be distinguished from the cocks, destroy all the former, except such as are intended to breed from, as they will never be worth the expence of keeping for the table: by pursuing this method the cocks will thrive the better, and other sportsmen, perhaps, be prevented from obtaining the same breed. Let the roosting perches for the chickens be of a size they can easily gripe; made round, and covered with woollen cloth, to prevent them from growing either duck-footed or crooked breasted, which would be detrimental in their battles. Take down the high perches on which the hens used to roost; fix the others at first near the ground, moving them higher by degrees, but never much more than four feet, till the chickens are a quarter old, or they may get swelled feet; a defect of such consequence, that some feeders will object to them. Prevent the young cocks from fighting among themselves, or they may materially injure each other; become seam-eyed, or canker-mouthed; and should any of them have the skin of the head torn off, and thereby be rendered peelpated, they may be objected to in a match as having an undue advantage over others with a fair hackle: in order to guard against these inconveniences, whenever they appear inclined to squabble, divide the majority into separate parties in different apartments, where keep them short of food; leaving some of the strongest on the ground; then taking the weaker of those so left, holding and buffetting him with a handkerchief while the stronger strikes, he will probably submit to a master and, if that will not do, confine him for a few hours after the buffetting, &c. till cool; and then turning him out, he, from being stiff and sore, while the other is fresh, will yield after a blow or two. When by the

means the authority over each other is fully established, then put down the strongest from one of the parties shut up, who will submit directly to run under all those that are down: and when they are reconciled to him, turn down the strongest from another party, and so on till all are got down. When once settled, they will agree peaceably together, unless one of them gets disfigured; if that should happen, and they do not seem perfectly reconciled, remove him directly to avoid a general quarrel. Do not permit the hens to stay with the chickens longer than while they retain their authority, but send them and the pullets to some walk where there are no other hens of any breed, else they will quarrel with them; and should they get disfigured will afterwards fight among themselves: and if it is intended to breed from them the ensuing season, let them run without a cock. After removing the hens, put the brood-cock along with the cock-chickens, whom he will keep in order, provided no hens come near them. Should any of the game hens crow, when by themselves, it is nothing but a sign of wantonness. Cut off the combs, spurs, &c. of such as are to be made fighting-cocks, and procure them good walks, where they can have plenty of corn and clean water; but do not send them to farm-houses, or where they can get at other cocks.

In order to try the goodness of a brood, choose, from those hatched early, some of the stags that are shortest upon leg; send them as cocks, having previously cut off the points of their heels: be very careful of communicating that circumstance; but by no means own they are all of a sort, or that there are any brothers; and, to prevent such discovery, mark the chickens different ways, and enter the particulars in a book: get them weighed into a match to fight in the main about March the year after they are hatched: pay great attention to their manner of fighting, and the

character of the cocks they contend with; if they keep the battle upon an equal prize, and only seem beat by age, they probably will make excellent cocks: should the stags afterwards, when cocks, win the odd battle, then be very careful of the brood-cock, who, by being kept from the hens during the latter part of the season, may get good chickens for eight years. By putting young hens to the old cock, and a young cock to the old hens, they will breed good chickens at least four years: but till they have moulted twice never breed from stags or pullets with the old birds; and when the breed is good, do not be very anxious to cross it, but when it is crossed, match the colour as near as possible; and be not fond of breeding from any cock that merely happens to fight a good battle: neither be discontented with a breed because some are beat, nor change because a cock loses his second battle; as the odds are greatly against any one being victorious twice together, besides the chance of secret hurts received in the first engagement. After a cock has fought a hard battle he is usually neglected, will seldom be in condition to fight again that season, and frequently has received some blows he never can get the better of, which the keenest sportsman might not even be able to perceive; therefore never, after such an event, imagine a cock is in a proper state to fight, merely because he spars well at a Hurry with another in the pens; and by all means avoid ever again matching a cock that after a well-contested battle has moulted from a darker to a lighter colour. A cock that has fought several times may get good chickens, provided he has an elegant make and sound constitution; and some severe strikers shall gain a Welch-main, or win three or four seasons together in regular matches; but others, winning seven or eight battles in a season, can only have contended with chickens, cocks half bred, ill-walked, or under weight; for if fresh cocks,

equal in goodness and weight, had been brought against them in only the second battle, the winners of the first most probably would have been conquered. A Welch-main is when sixteen cocks, under a certain weight, fight for a prize; those that fall nearest to each other in weight are matched, which makes eight battles; then the winners are matched to form four other battles; the four conquerors again two more battles; lastly, the victors one battle; so that one cock should be superior in four engagements.

To conclude, when a gentleman intends to fight a match, he first should visit all his walks, to examine what condition the cocks are in; next engage both a good feeder and good setter-to, not merely those who have had the luck to gain a match or two, but such whose cocks have fought well, during many matches; as a good feeder and a good setter-to shall frequently, with an indifferent string of cocks, beat a bad feeder and setter-to with another string every way superior.

ORDERS AND RULES FOR COCKING.

ON the weighing morning, that person whose chance is to weigh last, is to let his cocks and number his pens, both main and byes, and leave the key of the pens upon the weighing table, (or the other party may put a lock on the door) before any cock is put into the scale, and after the first pack of cocks is weighed, a person appointed by him that weighed first shall go into the other pens to see that no other cocks are weighed but what are so set and numbered, provided they are within the articles of weight that the match specifies; if not, to take the following cock or cocks, until the whole number of main and bye cocks are weighed through. After

they are all weighed, proceed as soon as possible to match them, beginning at the least weight first, and so on; and equal weights or nearest weights to be separated, provided by that separation a greater number of battles can be made; all blanks are to be filled up on the weighing day, and the battles divided and struck off for each day's play, as agreed on, and the cocks that weigh the least are to fight the first day, and so upwards.

At the time agreed on by both parties, the cocks that are to fight the first battle are brought upon the pit by the feeders, or their helpers; and after being examined, to see whether they answer the marks and colours specified in the match-bill, they are given to the setters-to, who, after chopping them in hand, give them to the masters of the match (who always sit opposite to each other), when they turn them down upon the mat; and the setters-to are not to touch them, except they either hang in the mat, in each other, or get close to the edge of the pit, until they have left off fighting, while a person can tell forty. When both cocks leave off fighting, until one of the setters-to, or a person appointed for telling the law, can tell forty gradually; then the setters-to are to make the nearest way to their cocks, and as soon as they have taken them up, to carry them into the middle of the pit, and immediately deliver them on their legs beak to beak, and not touch them any more until they have refused fighting, so long as the teller of the law can tell ten, without they are on their backs, or hung in each other, or in the mat; then they are to set to again in the same manner as before, and continue it till one cock refuses fighting ten several times, one after another, when it is that cock's battle that fought within the law. But it sometimes happens that both cocks refuse fighting while the law is telling; when this happens, a fresh cock is to be hoveled, and brought upon the mat as soon as possible, and the setters-to are to tell

op, which cock is to be set to first, and he that gets the chance is to choose. Then the other which is to be set to last, must be taken up, but not carried off the pit; then setting the hovelled cock down to the other, five separate times, telling ten between each setting-to, and then the same to the other cock; and if one fights and the other refuses, it is a battle to the fighting cock; but if both fight, or both refuse, it is a drawn battle. The reason of setting-to five times to each cock, is, that ten times setting-to being the long law, so on their both refusing, the law is to be equally divided between them.

Another way of deciding a battle, is, if any person offers to lay ten pounds to a crown, and no person takes it until the law-teller tells forty, and calls out three separate times, "Will any one take it?" and if no one does, it is the cock's battle the odds are laid on, and the setters-to are not to touch the cocks during the time the forty is telling, without either cock is hung in the mat, or on his back, or hung together. If a cock should die before the long law is told out, although he fought in the law, and the other did not, he loses his battle.

There are frequently disputes in setting-to in the long law, for often both cocks refuse fighting until four or five, or more or less times, are told: then they sometimes begin telling from that cock's fighting, and counting but once refused, but they should continue their number on, until one cock has refused ten times: for when the law is begun to be told, it is for both cocks: and if one cock fights within the long law, and the other not, it is a battle to the cock that fought, counting from the first setting-to. All disputes about bets, or the battle being won or lost, ought to be decided by the spectators. The crowing and mantling of a cock, or fighting at the setter-to's hand before he is put to the other cock, or breaking from his antagonist, is not allowed as a fight.

ARTICLES FOR A COCK-MATCH

ARTICLES of agreement made the ———— day of ———— One thousand eight hundred and ———— between ————

First, the said parties have agreed, that each of them shall produce, shew, and weigh, at the ———— on the ———— day of ———— beginning at the hour of ———— in the morning, ———— cocks, none to be less than three pounds six ounces, nor more than four pounds eight ounces, and as many of each parties cocks that come within one ounce of each other shall fight for ———— a battle, that is, ———— each cock; in as equal divisions as the battles can be divided into six pits, or days play at the cock-pit before mentioned: and the parties cocks that win the greatest number of battles, matched out of the number before specified, shall be entitled to the sum of ———— odd battle money, and the sum to be staked into the hands of Mr. ———— before any cocks are pitted, by both parties. And we further agree, to produce, shew, and weigh, on the said weighing days, ———— cocks for bye battles, subject to the same weight as the cocks that fight in the main, and these to be added to the number of main cocks unmatched, and as many of them as come within one ounce of each other shall fight for ———— a battle; the number of cocks so matched, to be equally divided as will permit of, and added to each day's play with the main cocks; and it is also agreed, that the balance of the battle money shall be paid at the end of each day's play. It is also further agreed, for the cocks to fight in silver spurs, and with fair hackles, and to be subject to all the usual rules of cock-fighting

as practised at the Cock-Pit Royal, Westminster, and the profits arising from the spectators, to be equally divided between both parties, after all charges are paid that usually happen on those occasions.

Witness our hands the ——— day of ——— 18

Witness ———

KEY TO A MATCH BILL.

A. B.'s Cocks.			A. B.'s Cocks.		C. D.'s Cocks.
lb.	oz.		lb.	oz.	
3	6		3	9	
	1			1	
	2			2	
	3			3	
	—			—	
	7			10	
	1			1	
	2			2	
	3			3	
	—			—	
	8			11	
	1			1	
	2			2	
	3			3	

A. B.'s Cocks.		C. D.'s Cocks.		A. B.'s Cocks.		C. D.'s Cocks.	
lb.	oz.	lb.	oz.	lb.	oz.		
3	12			4	3		
	1				1		
	2				2		
	3				3		
	—				—		
	13				4		
	1				1		
	2				2		
	3				3		
	—				—		
	14				5		
	1				1		
	2				2		
	3				3		
	—				—		
	15				6		
	1				1		
	2				2		
	3				3		
	—				—		
4	0				7		
	1				1		
	2				2		
	3				3		
	—				—		
	1				8		
	1						
	2						
	3						
	—						
	2						
	1						
	2						
	3						

N. B. Place the number the cock is weighed in each column, in a parallel line against his weight.

Calculations for Cocking.

Battles.		Odds.	
3 out of 4	is	$2\frac{1}{5}$	to 1
4 out of 5	is	$4\frac{1}{3}$	to 1
4 out of 6	is	$1\frac{1}{11}$	to 1
5 out of 6	is	$8\frac{1}{7}$	to 1
5 out of 7	is	$3\frac{1}{2}$	to 1
6 out of 7	is	15	to 1
5 out of 8	is	$1\frac{2}{9}$	to 1
6 out of 8	is	$5\frac{3}{7}$	to 1
7 out of 8	is	$27\frac{4}{9}$	to 1
6 out of 9	is	$2\frac{1}{13}$	to 1
7 out of 9	is	$10\frac{6}{46}$	to 1
8 out of 9	is	$50\frac{1}{5}$	to 1
6 out of 10	is	$1\frac{2}{3}$	to 1
7 out of 10	is	$4\frac{1}{17}$	to 1
8 out of 10	is	$17\frac{1}{5}$	to 1
9 out of 10	is	$92\frac{1}{11}$	to 1
7 out of 11	is	$2\frac{3}{5}$	to 1
8 out of 11	is	$7\frac{1}{2}$	to 1
9 out of 11	is	$29\frac{3}{6}$	to 1
10 out of 11	is	$169\frac{8}{12}$	to 1
7 out of 12	is	$1\frac{9}{15}$	to 1
8 out of 12	is	$4\frac{2}{9}$	to 1
9 out of 12	is	$12\frac{2}{9}$	to 1
10 out of 12	is	$50\frac{6}{7}$	to 1
11 out of 12	is	$314\frac{1}{13}$	to 1
8 out of 13	is	$2\frac{2}{5}$	to 1
9 out of 13	is	$6\frac{5}{10}$	to 1
10 out of 13	is	$20\frac{1}{18}$	to 1
11 out of 13	is	$88\frac{1}{2}$	to 1
12 out of 13	is	$584\frac{1}{7}$	to 1
8 out of 14	is	$1\frac{6}{15}$	to 1
9 out of 14	is	$3\frac{2}{3}$	to 1
10 out of 14	is	$10\frac{2}{14}$	to 1
11 out of 14	is	$33\frac{2}{23}$	to 1

Battles.		Cdds.	
12 out of 14	is	$153 \frac{30}{103}$	to 1
13 out of 14	is	$1091 \frac{4}{15}$	to 1
9 out of 15	is	$2 \frac{2221}{9049}$	to 1
10 out of 15	is	$5 \frac{310}{4044}$	to 1
11 out of 15	is	$15 \frac{1712}{1911}$	to 1
12 out of 15	is	$55 \frac{512}{571}$	to 1
13 out of 15	is	$269 \frac{18}{121}$	to 1
14 out of 15	is	2047	to 1
9 out of 16	is	$1 \frac{12870}{20333}$	to 1
10 out of 16	is	$3 \frac{5964}{14893}$	to 1
11 out of 16	is	$8 \frac{3571}{6885}$	to 1
12 out of 16	is	$25 \frac{94}{2571}$	to 1
13 out of 16	is	$93 \frac{18}{697}$	to 1
14 out of 16	is	$477 \frac{50}{137}$	to 1
15 out of 16	is	$3854 \frac{1}{17}$	to 1
10 out of 17	is	$1 \frac{3692}{20613}$	to 1
11 out of 17	is	$5 \frac{202}{10889}$	to 1
12 out of 17	is	$12 \frac{4423}{4701}$	to 1
13 out of 17	is	$39 \frac{1256}{1607}$	to 1
14 out of 17	is	$156 \frac{67}{417}$	to 1
15 out of 17	is	$850 \frac{9}{77}$	to 1
16 out of 17	is	$7280 \frac{7}{9}$	to 1
10 out of 18	is	$1 \frac{48620}{107662}$	to 1
11 out of 18	is	$3 \frac{10128}{53004}$	to 1
12 out of 18	is	$7 \frac{12704}{31180}$	to 1
13 out of 18	is	$19 \frac{9824}{12616}$	to 1
14 out of 18	is	$63 \frac{3072}{4048}$	to 1
15 out of 18	is	$264 \frac{324}{988}$	to 1
16 out of 18	is	$1523 \frac{16}{172}$	to 1
17 out of 18	is	$13796 \frac{1}{19}$	to 1
11 out of 19	is	$2 \frac{57495}{84883}$	to 1
12 out of 19	is	$4 \frac{6671}{11773}$	to 1
13 out of 19	is	$10 \frac{10633}{10949}$	to 1
14 out of 19	is	$30 \frac{938}{2083}$	to 1
15 out of 19	is	$103 \frac{136}{1259}$	to 1
16 out of 19	is	$459 \frac{141}{145}$	to 1

Battles.		Odds.	
17 out of 19	is	2743 $\frac{184}{191}$	to 1
18 out of 19	is	26213 $\frac{3}{5}$	to 1
11 out of 20	is	1 $\frac{181756}{411910}$	to 1
12 out of 20	is	2 $\frac{256726}{211950}$	to 1
13 out of 20	is	6 $\frac{82726}{137980}$	to 1
14 out of 20	is	16 $\frac{20756}{6040}$	to 1
15 out of 20	is	47 $\frac{6476}{21700}$	to 1
16 out of 20	is	168 $\frac{1452}{6196}$	to 1
17 out of 20	is	775 $\frac{200}{1351}$	to 1
18 out of 20	is	4968 $\frac{117}{211}$	to 1
19 out of 20	is	49931 $\frac{5}{21}$	to 1

N. B. The foregoing Calculations suppose even money on each battle.

A Table showing the Odds for and against one Side winning a certain number of Battles, when there is even money on each Battle.

Battles	Odds.
4 One side wins 3 out of 4 is	11 to 5
5 Neither wins 4 out of 5 is	5 to 10
6 One side wins 4 out of 6 is	11 to 5
Neither wins 5 out of 6 is	25 to 7
7 Neither wins 5 out of 7 is	35 to 29
8 Neither wins 6 out of 8 is	91 to 37
9 One side wins 6 out of 9 is	65 to 63
Neither wins 7 out of 9 is	105 to 23
10 Neither wins 7 out of 10 is	21 to 11
11 One side wins 7 out of 11 is	281 to 231
Neither wins 8 out of 11 is	787 to 232
12 One side wins 7 out of 12 is	793 to 231
Neither wins 8 out of 12 is	602 to 397
13 One side wins 8 out of 13 is	595 to 429
Neither wins 9 out of 13 is	3003 to 1093
14 One side wins 9 out of 14 is	4473 to 3719

15	One side wins 9 out of 15 is	9949 to 1335
	Neither wins 10 out of 15 is	11435 to 4954
16	One side wins 9 out of 16 is	26333 to 6435
	Neither wins 13 out of 16 is	17875 to 14893
17	One side wins 10 out of 17 is	20613 to 12158
	Neither wins 14 out of 17 is	136136 to 126008
20	One side wins 12 out of 20 is	131725 to 130169

When there are five battles to fight, it is an equal wager that one side wins three battles running. And when six battles, then it is five to three that one side wins three battles running. It is $3 \frac{2}{3}$ to 1, you do not win two battles running, when each battle is six to five against you; and $2 \frac{1}{2}$ to 1 you do not, when each battle is six to five for you, near fifty shillings to a guinea. It is $4 \frac{3}{4}$ to 1, you do not win two battles running, when each battle is five to four against you; and $2 \frac{5}{2}$ to 1, when each battle is five to four for you. It is $5 \frac{1}{4}$ to 1, you do not win two battles running, when each battle is six to four against you; and $1 \frac{7}{9}$ to 1 you do not, when each battle is six to four for you. It is 8 to 1 you do not win two battles running, when each battle is two to one against you; and five to four you do not, when the odds in each battle is two to one for you.

Supposing each battle six to five for you, it is 94176 to 66875 (above seven to five) you win the odd battle out of five; but it is 120875 to 40176 (above three to one) you do not win four battles out of five, and almost twenty to one you do not win all five; but it is above fifty to one you do not lose all five, and near $6 \frac{4}{11}$ to 1 you do not lose four out of the five. And if each battle be five to four for you, it is 35625 to 23424 (above six to four) you win the odd battle out of the five, and $17 \frac{2}{3}$ to 1 you do not win all the five, but it is $6 \frac{7}{24}$ to 1 you do not lose four out of the five, and $56 \frac{1}{14}$ to 1 you do not lose all five.

When there are only two battles to fight, it is $5 \frac{1}{4}$ to 1 you do not win both, when the odds is six to four against you; and $1 \frac{2}{3}$ to 1 you do not, when each battle is six to four for you. When the odds are 2 to 1 for you, it is five to four you do not win two battles running; and eight to one you do not lose both. When there are four battles to fight, and the odds are 2 to 1 for you, then it is 65 to 16, or $4 \frac{1}{16}$ to 1 you do not win all four; but it is 80 to 1 you do not lose all. And if the odds are 2 to 1 for you, then it will be 131 to 132 that you do not win four out of the five, and 211 to 32, or $6 \frac{1}{32}$ to 1 you do not win all five; but it is 232 to 11 you do not lose four out of the five; and 242 to 1 you do not lose all five; and likewise it is 1248 to 939 you do not win five out of seven, and 1911 to 276 you do not win six out of seven, and 2059 to 128 or $16 \frac{1}{128}$ to 1 you do not win all seven; but it is 2078 to 109 you do not lose five out of seven; and 2172 to 15, or $144 \frac{4}{5}$ to 1 you do not lose six, and 2186 to 1, not all seven.

The odds of a match in which there are even battles, and one side is three, four, or any other number of battles a-head, it is double the odds you not tie the match, more the odds you do not win it, less one to two.

For example.—Suppose in a match of thirty battles, one side was three a-head, and but seven battles to fight, then the other must win five out of the seven to tie, and six out of seven to win the match: look in the table, and you will find it is $3 \frac{1}{2}$ to 1, not 5, and 15 to 1, not 6 out of 7. The double of $3 \frac{1}{2}$ is $6 \frac{2}{3}$ more, 15 is $21 \frac{2}{3}$ less, 1 is $20 \frac{2}{3}$ to 2 in the odds of such a match. Suppose nine battles to fight, and one side is five battles a-head, then the other side must win seven out of nine to save, and eight out of nine to win, therefore the odds will be $69 \frac{2}{3}$ to 1.

Odds in Each Battle.			ODDS IN THE MAIN OF														
			Three Battles.				Five Battles.				Seven Battles.						
2	to	1	is	2	$\frac{6}{5}$	to	1	is	3	$\frac{7}{6} \frac{2}{1}$	to	1	is	4	$\frac{29}{37} \frac{2}{6}$	to	1
3	to	2	is	1	$\frac{37}{44}$	to	1	is	2	$\frac{13}{5} \frac{9}{2}$	to	1	is	2	$\frac{102}{52} \frac{5}{40}$	to	1
3	to	1	is	5	$\frac{2}{5}$	to	1	is	8	$\frac{5}{5} \frac{5}{1}$	to	1	is	3	$\frac{50}{28} \frac{9}{9}$	to	1
5	to	4	is	1	$\frac{1}{6} \frac{1}{4}$	to	1	is	1	$\frac{1}{2} \frac{1}{1} \frac{9}{2} \frac{9}{6}$	to	1	is	1	$\frac{114}{18} \frac{8}{17} \frac{2}{14} \frac{1}{4}$	to	1
5	to	3	is	2	$\frac{1}{8} \frac{1}{1}$	to	1	is	2	$\frac{28}{4} \frac{5}{5} \frac{7}{9}$	to	1	is	3	$\frac{13}{12} \frac{1}{2} \frac{16}{11}$	to	1
6	to	5	is	1	$\frac{18}{5} \frac{1}{7} \frac{1}{1}$	to	1	is	1	$\frac{2}{6} \frac{9}{5} \frac{10}{8} \frac{1}{5}$	to	1	is	1	$\frac{34}{7} \frac{4}{3} \frac{14}{21} \frac{2}{5} \frac{1}{5}$	to	1
7	to	6	is	1	$\frac{25}{9} \frac{1}{7} \frac{1}{2}$	to	1	is	1	$\frac{53}{15} \frac{34}{8} \frac{1}{9} \frac{1}{7} \frac{1}{6}$	to	1	is	1	$\frac{30}{26} \frac{9}{12} \frac{6}{6} \frac{3}{6} \frac{9}{3}$	to	1
7	to	5	is	1	$\frac{21}{3} \frac{4}{2} \frac{1}{5}$	to	1	is	1	$\frac{38}{4} \frac{16}{11} \frac{6}{2} \frac{6}{5}$	to	1	is	2	$\frac{28}{5} \frac{5}{9} \frac{5}{0} \frac{7}{5} \frac{7}{5}$	to	1
7	to	4	is	2	$\frac{11}{40} \frac{1}{5}$	to	1	is	2	$\frac{37}{4} \frac{10}{11} \frac{9}{4} \frac{2}{4}$	to	1	is	3	$\frac{21}{4} \frac{1}{3} \frac{10}{4} \frac{1}{6} \frac{5}{4}$	to	1
8	to	6	is	1	$\frac{73}{11} \frac{1}{5}$	to	1	is	1	$\frac{44}{6} \frac{4}{1} \frac{4}{8} \frac{1}{3}$	to	1	is	1	$\frac{25}{28} \frac{2}{5} \frac{1}{6} \frac{9}{8} \frac{9}{7}$	to	1

Suppose even Bets on both Sides, then one wins.

3 out of 4	is	5	to	3,	or	$1\frac{2}{3}$	to	1
6 out of 9	is	65	to	63,	or	$1\frac{2}{63}$	to	1
7 out of 11	is	23	to	181,	or	$1\frac{50}{181}$	to	1
8 out of 13	is	2380	to	1716,	or	$1\frac{64}{1716}$	to	1
9 out of 15	is	9949	to	6435,	or	$1\frac{14}{6435}$	to	1
10 out of 17	is	20613	to	12155,	or	$1\frac{88}{12155}$	to	1
not 11	is	2879	to	10239,	or	$2\frac{1}{10239}$	to	1
11 out of 19	is	84853	to	46189,	or	$1\frac{38}{46189}$	to	1
not 12	is	20995	to	1173,	or	$1\frac{22}{1173}$	to	1
12 out of 21	is	173965	to	2879,	or	$1\frac{78}{2879}$	to	1
not 13	is	32323	to	200965,	or	$1\frac{9}{200965}$	to	1
13 out of 23	is	2842226	to	1352078,	or	$2\frac{15}{1352078}$	to	1
not 14	is	156009	to	120135,	or	$1\frac{74}{120135}$	to	1

A T A B L E

Shewing the Odds against each Side winning two Battles running.

The Strong Side.						Odds in each.			The Weak Side.					
£.	s.	d.		£.	s.	d.		£.	s.	d.		£.	s.	d.
0	8	3	to	0	4	0	8	to	6	0	17	9 $\frac{1}{4}$	$\frac{1}{3}$	to
0	7	9	$\frac{1}{4}\frac{2}{9}$ to	0	4	0	7	to	5	0	19	0 $\frac{1}{4}$	$\frac{2}{2}\frac{1}{9}$	to
0	7	1 $\frac{1}{4}$	$\frac{1}{j}$ to	0	4	0	6	to	4	1	1	0		to
0	6	6 $\frac{3}{4}$	to	0	4	0	8	to	5	1	3	0 $\frac{1}{4}$	$\frac{2}{2}\frac{3}{5}$	to
0	6	2 $\frac{1}{4}$	$\frac{1}{2}\frac{3}{5}$ to	0	4	0	5	to	3	1	4	5 $\frac{1}{4}$	$\frac{1}{5}$	to
0	5	10 $\frac{1}{2}$	$\frac{6}{4}\frac{9}{9}$ to	0	4	0	7	to	4	1	6	3		to
0	5	8	$\frac{4}{8}\frac{8}{1}$ to	0	4	0	9	to	5	1	7	4 $\frac{1}{4}$	$\frac{7}{2}\frac{7}{5}$	to
0	5	0	to	0	4	0	2	to	1	1	12	0		to

The Use of the Foregoing Table.

Suppose a match between Kent and Middlesex, and the odds are six to five Middlesex against Kent each battle; it will be 9s. 5d. $\frac{1}{4}$, and $\frac{1}{3}$ of a farthing, to 4s. that Middlesex does not win the next two battles; and it 15s. 4d. $\frac{1}{4}$, and $\frac{7}{25}$ of a farthing to 4s. that Kent does not win the next two battles.

If the bets are eight to seven each battle in favour of Middlesex, then it is 10s. and $\frac{3}{4}$ to 4s. that Middlesex does not win the two next battles; and 14s. 4d. $\frac{1}{4}$ and $\frac{31}{49}$ to 4s. Kent does not win the next two battles.

When thirty battles is in a match it is 918624304 to 155117520 not a drawn match, almost 6 to 1.

And 4 $\frac{124796}{184756}$ to 1 when 20 battles.

And 4 $\frac{19444}{48620}$ to 1 when 18 battles.

And 4 $\frac{1186}{12876}$ to 1 when 16 battles.

And 3 $\frac{2636}{3432}$ to 1 when 14 battles.

And 3 $\frac{400}{924}$ to 1 when 12 battles.

And 3 $\frac{16}{252}$ to 1 when 10 battles.

And 2 $\frac{46}{70}$ to 1 when 8 battles.

And 2 $\frac{1}{3}$ to 1 when 6 battles.

And 1 $\frac{2}{3}$ to 1 when 4 battles.

These calculations, suppose even money on each battle.

Feeders usually keep secret their particular modes of dieting and preparing cocks for battle; the following is one method:—After carefully examining whether the birds are sound and hard feathered, put them into separate pens, with moveable perches therein; always keep the pens very clean, and feed the cocks with crumb of stale bread cut into square bits, giving each a handful at sun-rise, noon, and sun-set, procuring them cold spring-water for drink; after feeding thus for four or five days, let the cocks spar some morning with one another in a room covered with straw, or on a grass plat, first guarding their heels with hots, or leather spurs; let them spar a considerable time, but do not suf-

fer them to draw blood. When they pant, and appear weary, give to every one about the size of a walnut in quantity of white sugar-candy, chopped rosemary, and butter, mixed together; which will increase their strength, cleanse, and render them long-winded: then immediately take deep straw baskets, or cocking-bags half filled with straw, put each bird into a separate basket, fill the same up to the top with straw, shut down the lids, and let the cocks sweat therein till evening; at that period take them out of these stoves, lick their eyes and head all over with the tongue, fill their throats with stale bread, and pour some warm urine therein, letting them feed directly, which will cleanse very much both their heads and bodies. Afterwards diet the cocks with square pieces of bread thin cakes, baked at least four days before, made of a gallon of wheat flour, and as much oatmeal, well kneaded into a stiff paste, with ale, some butter, and the whites of ten eggs; do not mix any spices or other heating ingredients. The second day after the sparring, exercise on a grass plat, or field, each game cock, by holding one of the dunghill breed to him, occasionally permitting him to strike, but generally withdrawing the dunghill, and retiring; so tantalizing the other for about half an hour, till he pants, and is thoroughly warmed; then take him up, give as much as a walnut in size of a scouring made of butter beat in a mortar with leaves of herb of grace, hyssop, and rosemary, till it resembles a green salve; next stove the cock, and feed as before directed. Pursue the following plan for the first fortnight, one day feeding and resting, the next either sparring or exercising; and after every heat give the scouring. In the second fortnight only spar or exercise twice-a-week, with scouring as before; during the third fortnight feed as above mentioned. Do not let him spar, but exercise moderately twice or thrice in the time